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SEGA PRO

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EASTER '94
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THIS MONTH:

Jimmy White's Whirlwind Snooker,
RBI Baseball '94
Pebble Beach Golf Links,

Mansell's World Championship,
Tom and Jerry and
...oh, just too much to tell!

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Fact or fiction? We have the latest!

GALACTIC EXCLUSIVE!
SPACE ACE
a star is born!

4 HUGE FOOTY GAMES!
We test World Cup USA, Kick Off 3, Pro Moves Soccer and Ryan Giggs's Champions

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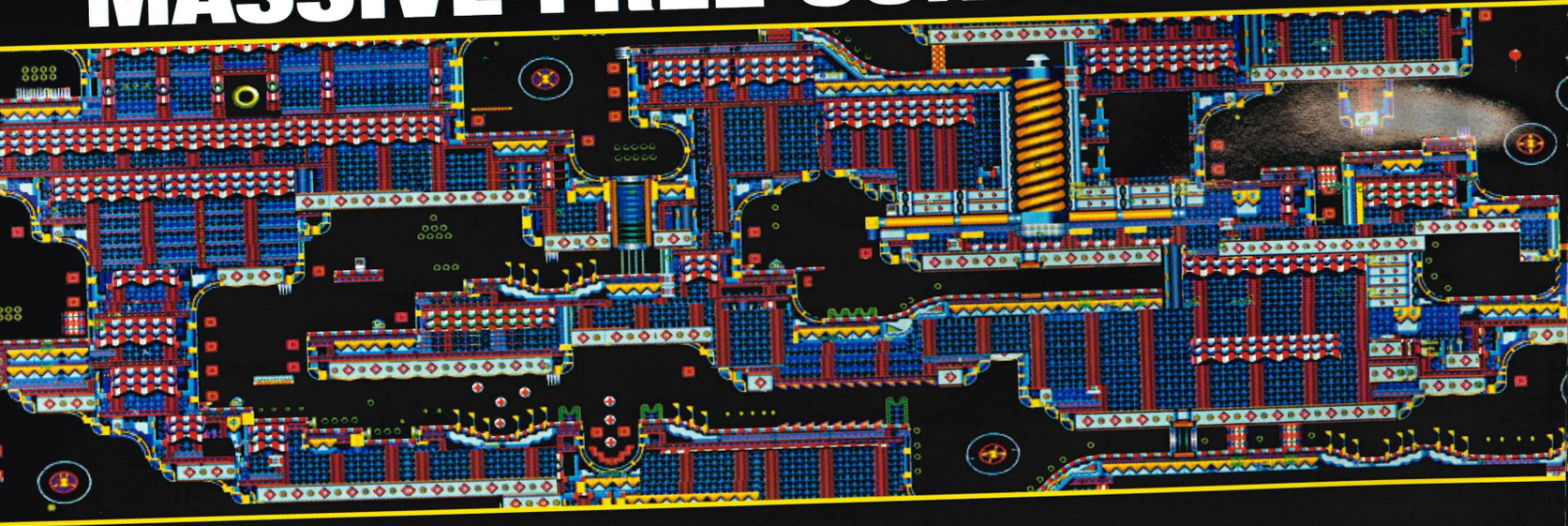

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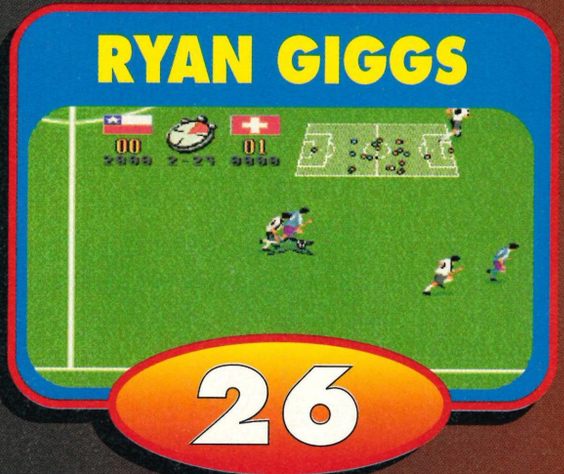

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See you Jimmy! The best snooker game is here!

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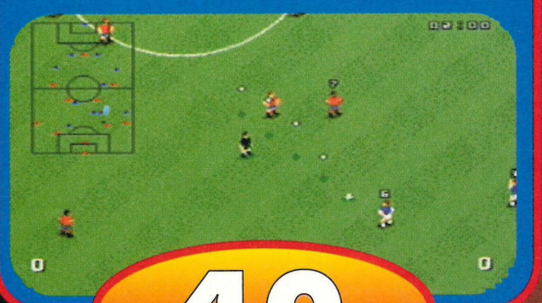

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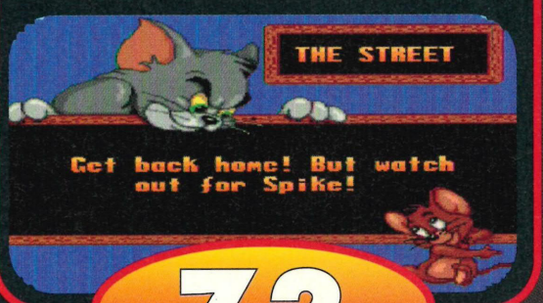

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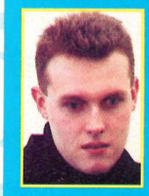
FRONT

RATES OF CHANGE

The Newspapers recently gave their reply to the proposed videogames rating system in their usual measured well thought-out manner. At least one of them, The Guardian, tried to make a rational argument about it, saying that it would never work because a game with an 18-Cert on it would make a game more desirable. Well, that may be true but it's the best system we've got and it's infinitely preferable to Government regulation. After all, if somehow Lloyd's Insurance can get away with self-regulation even after their recent fiasco, why should we get nobbled when we haven't harmed anybody? At least, if parents are going to try to nobble the industry they could at least do us the favour of reading magazines like SegaPro and actually making an effort to find out about the games scene.

Nick SP



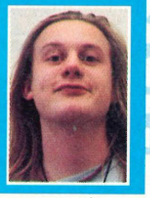
We're fed up of looking zany in these photos so this month we decided to look bored instead. Nick is always bored except when he's trashing people at games when his expression turns to triumph. Not that it happens very often though.

After landing himself a nice little promotion and, he hopes, a bulkier pay packet, Jase found this miserable pose a little tricky. Still, 'Jammin more often than working and lots of goodies makes-up for all that extra work. What a life!

Pete never has time to be bored (or so he claims as he whistles all the way to the coffee room). If he did though, he'd probably get up to Nick's pen-twiddling antics or stare out of the window dreaming of landing a part in a naff soap opera.

Mark only looks bored when – in fact – he's really enjoying himself. This photo was taken on his 20th birthday after having three pints down the local at lunchtime. Is he really bored or has the beer gone to his head? Our money's on the booze.

We suspect that James often gets bored and wishes he was back in his native Australia. Apart from endless sunshine, surf and seafood we can't see what the attraction is. I mean, he owns an MG – what more could a man ask for?



Colin is rarely bored, being constantly amazed at life's little wonders. He just doesn't know where the day goes with setting all those pages . Even his computer helps pass the time with its regular nervous breakdowns. How we laughed.

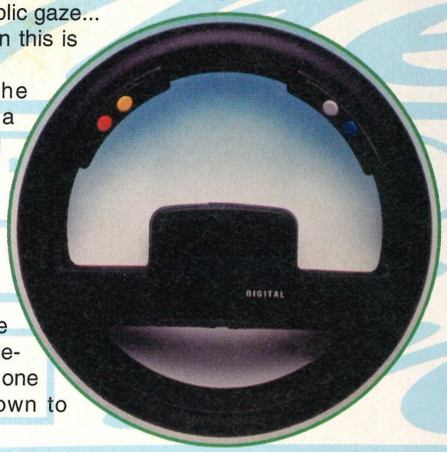
WHEELY GOOD

You too can now simulate multiple pile-ups and handbrake turns from the safety of your armchair.

Why would anyone call a product the 'FreeWheel' if you have to fork out £34.99 for it? This is only one of the questions raised by SpectraVideo's terrifying new fax which peels back the pus-stained skin of the underworld exposing the bruised underbelly of corruption to public gaze...

You what? You mean this is a games mag...?

Erm, actually the FreeWheel is a groovy new driving game controller shaped – gasp – like a steering wheel. It also handles acceleration and braking in a convenient 'just like the real thing' arrangement, so if you fancy one of your own, zip down to those shops!



NO LAUGHING MATTER

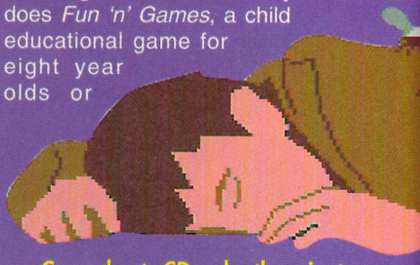
Manga Videos keep sending us stuff in the hope that we'll print it. Luckily for them, we will. This month, *Laughing Target* turned up on our desks with a quiet chuckle. It's the second part of the *Rumik World* collection and tells the story of 'a modern day demon and her teenage fatal attraction.' Yep, you read it here first, folks. Manga tell us: "Betrayal and unrequited love are inextricably tangled in the legends of Japanese mythology as ordinary people are caught up in forces they don't understand." Well, that's a relief. *Laughing Target* is available this month.

This chick is angry, something's wrong with the dry cleaning.

FUN FILLED

Watch out for these upcoming Sony Mega Drive titles...

Battletoads Double Dragon hits the Mega Drive later this year as does *Fun 'n' Games*, a child educational game for eight year olds or



Conrad gets CD-er by the minute.

Codemasters continue their flirtation with the hardware market with the upcoming release of their own 4-player adaptor for the Mega Drive, called the J•Cart.

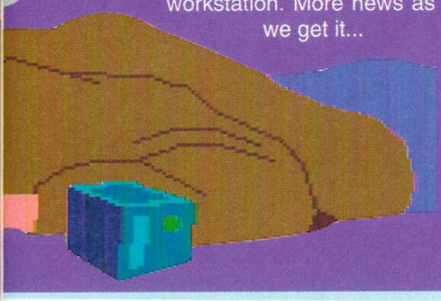
But it's much craftier than that – the J•Cart will be an addition to all Codemasters games!

Instead of buying a Codemasters game as normal, for the same price the game cart will come with two joypad ports built-in. So add another two joypads to the Mega Drive's existing port and you have a 4-player game!

The first game to feature this new approach will be *Tennis All-Stars* (expected in May), and games to follow will include *Micro Machines 2*

under. If there are any eight year olds who would like to have a crack at reviewing this game for us when we get it in, drop us a line at the usual address. (We know it sounds strange but there is method in our madness! More on that another day).

We've also just heard that the Mega-CD version of *Flashback* from Sony contains new graphics and sound, including intros animated and rendered on a Silicon Graphics workstation. More news as we get it...



and *Psycho Pinball*. Codemasters said: "J•Cart is another great innovation from Codemasters. We are confident this will make the J•Cart series of games a great success." We wish them luck!

This sneaky idea deserves to do well. The joypad ports stick out of the front of the cart making connection easy.

MORE 4-PLAY

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	FIFA International Soccer	EA	£44.99
2	Winter Olympics	US Gold	£49.99
3	Aladdin	Sega	£49.99
4	Sensi Soccer	Sony	£39.99
5	Sonic Spinball	Sega	£44.99
6	Mortal Kombat	Acclaim	£49.99
7	Eternal Champions	Sega	£59.99
8	Micro Machines	Codemasters	£34.99
9	ToeJam and Earl 2	Sega	£49.99
10	Street Fighter II: SCE	Sega	£59.99
11	Jungle Strike	EA	£44.99
12	Talespin	Sega	£34.99
13	Sonic 2	Sega	£39.99
14	Zombies	Konami	£39.99
15	NHLPA Hockey '93	EA	£39.99
16	Lethal Enforcers	Konami	£64.99
17	Andre Agassi Tennis	Tecmagik	£44.99
18	Mickey & Donald	Sega	£39.99
19	Turtles Tournament	Komani	£49.99
20	Jurassic Park	Sega	£49.99

MASTER SYSTEM

1	Sonic Chaos	Sega	£29.99
2	Winter Olympics	US Gold	£29.99
3	Jungle Book	Virgin	£32.99
4	Sensi Soccer	Sony	£29.99
5	Mortal Kombat	Acclaim	£34.99
6	Terminator	Virgin	£34.99
7	Desert Strike	Domark	£29.99
8	Sonic 2	Sega	£29.99
9	Olympic Gold	US Gold	£34.99
10	Ninja Gaiden	Sega	£32.99

GAME GEAR

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2	Winter Olympics	US Gold	£29.99
3	Sonic Chaos	Sega	£29.99
4	Desert Strike	Domark	£29.99
5	Sensi Soccer	Sony	£27.99
6	Mortal Kombat	Acclaim	£34.99
7	Sonic 2	Sega	£27.99
8	Jungle Book	Virgin	£29.99
9	Shinobi 2	Sega	£27.99
10	Batman Returns	Sega	£27.99

MEGA-CD

1	Ground Zero Texas	Sony	£49.99
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3	Night Trap	Sega	£49.99
4	Thunderhawk	Core	£44.99
5	Sonic CD	Sega	£44.99
6	Microcosm	Psygnosis	£49.99
7	Silpheed	Sega	£49.99
8	Ecco	Sega	£44.99
9	Sewer Shark	Sony	£44.99
10	Sherlock Holmes	Sega	£44.99

SLOW-MO

The news from Tengen... Firstly, *The Lawnmower Man* has slipped back to September. Tengen have taken the SNES version and are adding new features to the Mega Drive version, including SNES-like Mode 7 scaling! Also, watch out for *Ms Pacman* in May.

We also have a bit more info on *Pinky*. He's pink (clearly), an alien, has been written by Millennium '*James Pond*' Software and should be appearing on the Mega Drive and Game Gear at the end of August, from Tengen.

EXPOSED!

A new feature each month where we take a look behind the videogames scene...

Number 3: Sonic the Hedgehog
Age: 3
Appearance: Mickey Mouse with spikes and a bad case of hypothermia
Occupation: Sega's corporate icon. Stalker of Dr Robotnik. Billionaire rodent.
What's all the fuss? His latest commercial venture, Sonic 3, has just hit the shops.
Is it any good? State-of-the-art.
Tell us about it: It's the best Sonic game yet with lots of new ideas and a new battery-less backup system called F-RAM (a special kind of memory chip).
Anything else? Yes, Right Said Fred are releasing a single to tie in with the release of the game.
What, you mean... Yep, those Deeply Dipsticks themselves. Sega want to nail down all the airtime they can while RSF want to get in with the games audience.
Great. You aren't the only one.
All that attention must have gone to his head... Let's face it, he's only a collection of pixels. But he has been voted the most recognisable name in America, ahead of Arnold Schwarzenegger.
That must be dangerous: Ah, but Sonic's been back more times than Arnie has... *Sonic, Sonic 2, Sonic 3, Sonic Spinball, Sonic CD.*
Any more? We heard rumours that David Perry (of *Aladdin* programming fame) was approached to do *Sonic 4*, although he turned it down.
What does Sonic do with his money? Gives it all to Sega.
Generous guy! Not really.
Not to be confused with: Bionic, Ionic, Laconic, Iconic.
Otherwise famous for: Raising the profile of hedgehogs from the butt of comedians' jokes to the target of Nintendo's cursing.
Most Likely to Say: "I have a need for speed."
Least Likely to Say: "Oh my God, watch out for that lorr–"

NEWS SEGA PRO SCOOP

BRIBE of the MONTH

We've given up on becoming staggeringly rich from all these industry backhanders so let the humiliation commence. Next month: We report on the conditions inside Britain's jails.

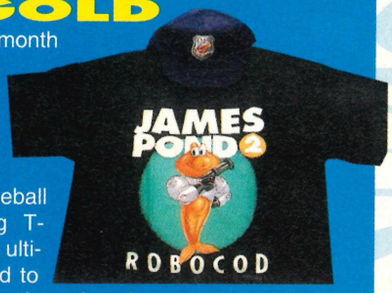
VIRGIN

Spurred on by Emma Garratt's sartorial efforts a couple of issues ago, Virgin, in the shape of Doug Johns and Danielle Woodyatt, took extreme pity on Nick and bunged this fine denim jacket in the post. Nick is dead impressed with it, particularly since it isn't tied in with any particular games release either and has started going around singing Elvis numbers, glancing at people in a smouldering manner and generally causing riots amongst impressionable 17 year old girls (or so he'd like us to believe).

ACCLAIM

Alison Fennah, top Acclaim PR groovester, recently took off on a three week sheep-trekking holiday to New Zealand and to kill the bitter pain this caused in the SEGAPRO offices (we never get to go on holiday) she sent us these fine *Mortal Kombat* T-Shirts in compensation. Unfortunately, Mark has decided he's a top-flight Martial Arts expert now and is threatening to chop his desk in half if he doesn't get a pay rise. Pat Kelly, our Publisher and pay-packet person, has coincidently just disappeared to Swaziland for the week.

US GOLD

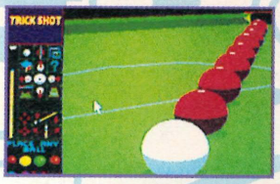


Jason hit the US Gold offices this month in the grey city of Birmingham. To ease the shock of the transition from balmy Bournemouth to the urban battlezone that is the Bullring, PR supremo Andrea Griffiths kindly handed out baseball caps and *James Pond* anti-smog T-shirts. Jason now believes he's the ultimate Urban Warrior and has started to wear his baseball cap backwards and rap in a brummie accent about dissin' bitches and hoes. Next month: US Gold put up the bail money.

MANGA VIDEOS

It's about time Manga got their names in this spot as they're the most regular Bribe contributors of the lot. Rarely does a month go by without three tons of manga videos landing on our desks, meaning much cursing from our postal staff and dark threats from people unlucky enough not to be on Manga's mailing list. The offices are now split between marauding bands of Manga terrorists led by Pete ready to leap in at any opportunity to nick the latest tape, and valiant freedom fighters determined to defend their vast personal manga collections to the last.

ARCHER MACLEAN DROWNS IN POOL



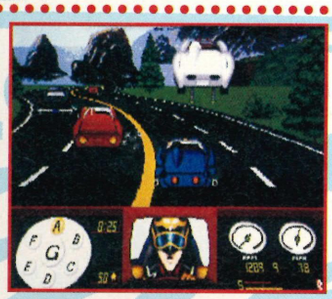
Here's a picture of *Snooker*. *Pool* will look like it, but different. (Erm).

Fear not, the ace programmer isn't dead (yet). As a follow-up to the awesome *Jimmy White's Whirlwind Snooker* (previewed in this issue), Archer is currently working on the conversion of his equally good *Pool*, for the Mega Drive. *Pool* uses the same graphics engine as *Snooker* does but with the additional gameplay. This has splashed about on the Amiga for ages so it's good to see it paddling over to the consoles. More news as we get it.

X MARKS THE SPOT

Accolade move up a gear with their upcoming release, *Speed Racer: The Challenge of Racer X*, a racing game based on the popular Sky TV Nickelodeon channel cartoon. (Phew, bit of a mouthful that.) The idea is to assume the role of the "courageous teenage racer" Speed Racer or the mysterious Racer X in a high-octane, gravel-bashing, corner-crunching road duel across 42 gruelling legs. There's a split screen mode to allow players to race each other and your car can be upgraded with all kinds of *Whacky Races*-style gizmos.

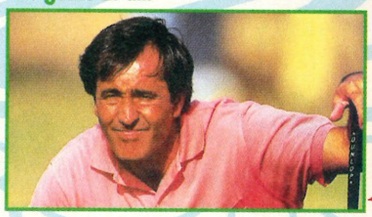
The geezers who own the *Speed Racer* name said, "*Speed Racer* naturally lends itself to the videogames arena and we're pleased Accolade will be bringing it to the market." Watch out for this £39.99 game in May.



The white car has clearly got to grips with the power-up options.

Whoops! There's a bit of a pile-up going on here. It wasn't me slamming on the brakes , honest!

Seve Ballesteros has nothing to do with this game at all.



NEWSFLASH...

Zeppelin Games, are moving into the Mega Drive scene after their collaboration with Codemasters (see Codies preview) with *International Ice Hockey*, *Three Dimensional Pool* and *Arnie 2* (a combat game). They don't have a publisher as yet but we'll have more news on this and other titles next month!

IN THE CLUB

With the upcoming releases of *Tennis All-Stars* and *World Soccer*, Codemasters are moving ever further into the sports games field. To really drive the point home, July sees *Global Golf* on the Game Gear and Master System only. Featuring complex playing routines, including variable spin, weather and the usual hazards, *Global* will allow you to play in a Tournament or a World Cup Tour game against up to four other players. The usual stuff is here too – skins, stroke play and so on and with it all presented in rendered 3D this should be something to look forward to. Watch out for more on this in the next issue...

After the rampant success of our 'Software failures' running compo, we've decided to run another similar idea. Now, remember that yellow thing (You mean the 'Joystick Tidy' – The Publisher) we sellotaped to last month's cover? Right, we want your alternative suggestions for uses NOW! Any really stupid or particularly tasteless ones win a SEGAPRO T-Shirt so get those entries in! Here are some suggestions: Nose cleaner, a shoe, Ninja weapon, a spade, an enema, a contact-lens remover... Oh, and we want to know *why*! Results will be published when we get around to it.

DUMB IDEAS #2

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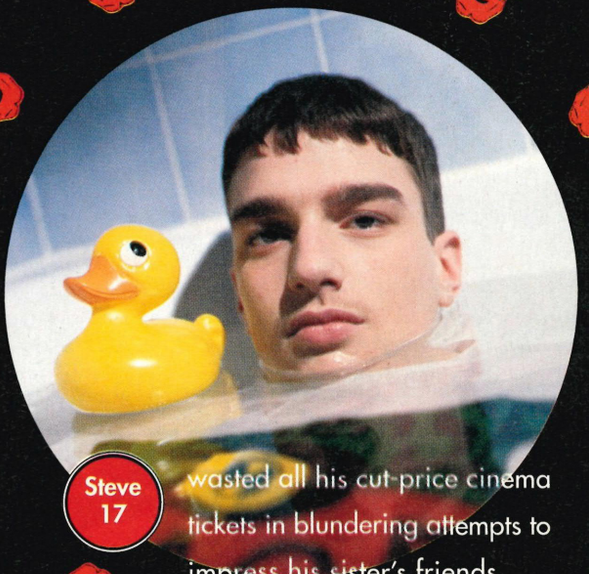
GREED, CORRUPTION & THE MIDLAND LIVECASH DEAL



Steve 17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

Sue 14

got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.

Carl 11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.

Joe 15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.

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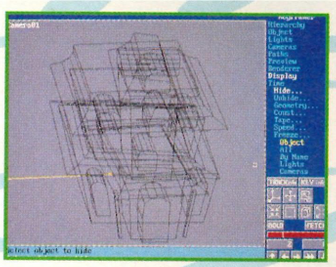
The Listening Bank

member HSBC *group*

A LOAD OF BULL (FROG)

Bullfrog, creators of the superb PC sim game *Sim City*, are looking at the Mega Drive market with a glint in their eyes and a small bit of saliva on their lips. And the result of all this is to be the release of their mega-games *Theme Park* and *Syndicate* within the next few months!

We're really looking forward to this on SegaPro as these two games are possibly the finest examples of their type on any computer system. *Theme Park* lands you with the unenviable task of running an amusement park so that it grows and prospers. Of course, there are the usual disasters to deal with, from fires to roller coasters falling apart killing hundreds of people so Nick, our resident sim game nut, is looking forward to this carnage.



Are you able to juggle burning hot-dogs, roller-coaster disasters and toilet plumbing problems?

Things are bound to hot up with *Syndicate* too, a cyberpunk game of gangsters, violence and world domination. The aim is to take over the world in a 3D arcade strategy environment, by collecting armaments and growing your syndicate until nobody can stop you any longer.

Both of these titles are being slotted in for a release at the end of this year from Electronic Arts – we'll bring you more info as we get it.

NEWSFLASH...

Konami return to the Mega Drive arena after a quiet few months with the release later this year of *Probotector* and *Contra*. Watch out for them!

MEGA DRIVE 3!

Some news culled from *The Sun*... According to the issue on 25th Feb, Sega are to launch a Mega Drive 3 with enhanced chips, later this year, to fend off the possible threats from 3DO and so on. *The Sun* quoted a Sega source as saying: "It's all under wraps at the moment but we'll be hearing a lot about it soon. Bosses are terrified the Mega Drive will be left standing with all the new super-power machines about to hit the market."

We spoke to Sega about it and they confirmed that there were rumours about the new machine but at the moment, that is all they can tell us. More info as we get it!

PRO DATES

APRIL

MEGA DRIVE
PEBBLE BEACH GOLF (Sega)
REN AND STIMPY (Sega)
STAR TREK – NEXT GENERATION (Sega)
BODY COUNT (Sega)
PRINCE OF PERSIA (Domark)
LOST VIKINGS (Virgin)
HYPERDUNK (Konami)
SPEEDRACER (Accolade)
STREETS OF RAGE 3 (Sega)
SUBTERRANIA (Sega)
DUNE II (Virgin)
BUBBA 'N' STIX (Core)
EXCELLENT DIZZY (Codemasters)

GAME GEAR
ALADDIN (Sega)
REN AND STIMPY (Sega)
BATTLETOADS (Sega)
SUPER CAESAR'S PALACE (Virgin)

MASTER SYSTEM
BUGGY RUN (Sega)
ECCO (Sega)
MASTERS OF COMBAT (Sega)
ULTIMATE SOCCER (Sega)
ROAD RASH (US Gold)
ALADDIN (Sega)
STREETS OF RAGE 2 (Sega)

MEGA-CD
MYSTERY MANSION (Sega)
DRAGON'S LAIR (Sega)
TOMCAT ALLEY (Sega)
ANOTHER WORLD (Virgin)
BUBBA 'N' STIX (Core)
SOULSTAR (Core)
EXCELLENT DIZZY (Codemasters)

MAY

MEGA DRIVE
WORLD CUP USA (US Gold)
VIRTUA RACING (Sega)

GAME GEAR
WORLD CUP USA (US Gold)
ASTERIX – GREAT RESCUE (Sega)
DROP ZONE (Codemasters)
MARKO'S MAGIC FOOTBALL (Domark)
PINBALL WIZARD (Domark)

MASTER SYSTEM
WORLD CUP USA (US Gold)
DROP ZONE (Codemasters)

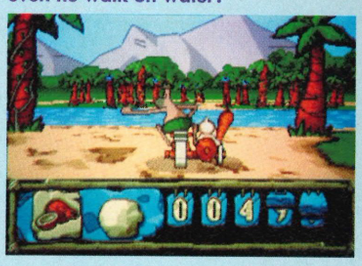
MEGA-CD
WORLD CUP USA (US Gold)
BATTLECORPS (Core)

IMPORT (OUT NOW)
TOM AND JERRY
MICKEY MOUSE
ROMANCE OF 3 KINGDOMS
MEGA TURRICAN
3RD WORLD WAR
RAINBOW ISLANDS
SYLVESTER AND TWEETY
WHO SHOT JOHNNY ROCK?
GOOFY
DRAGON BALL Z

PREVIEW ● PREVIEW ● PREVIEW ● PREVIEW

The neanderthal crowd cheers your efforts on.

Chuck Rock may be a success but can even he walk on water?



Chuck Racer should be a two player game when it comes out this year.

CHUCK RALLY

MEGA DRIVE

The Mega Drive answer to *Super Mario Kart* could be on the way with the upcoming release of *Chuck Rally* from Core Design. It's a prehistoric racing game played in a 3D environment starring Core's favourite characters, Chuck Rock and his tyke of a son, Chuck Jr. The idea is to zip along an iron-age track with Chuck in the driving seat and Chuck Jr in a sidecar.

We've seen the game running and it's looking very nice with attractive sprites and smooth scrolling. Could this have been timed to come out at the same time as the *Flintstones* movie this summer? We guess we'll have to wait and see...

PREVIEW ● PREVIEW ● PREVIEW ● PREVIEW

SEGAPRO ON THE GAME!

So, you think you're good at games do you? You reckon you could whip the SegaPro team at any game you choose with one arm tied behind your back? Yeah? Well, now's your chance to see how good you really are! SegaPro will be taking on all-comers at Game on April 2nd in Bournemouth in a mega-challenge so if you want to be beaten by the best gamesplayers in the business, git your asses down here!

You'll see the 'Pro team, with ex-members Dave Perry and Damian Butt whipping the public into submission at the Game store in Commercial Road, Bournemouth. There'll be prizes, so see you there!

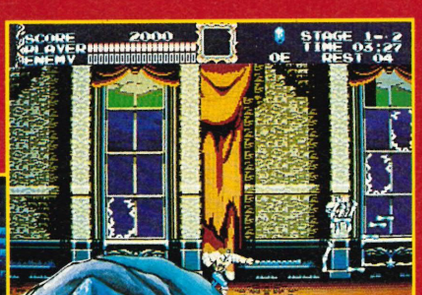
SEGA

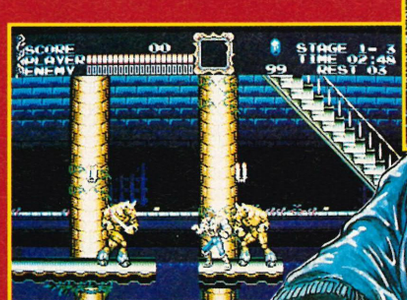
MEGA DRIVE

A spine tingling, blood curdling 6 level living nightmare from hell.

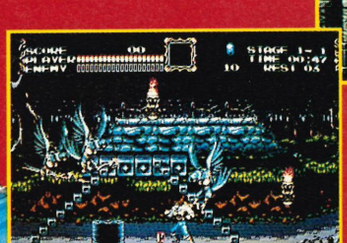
Castlevania®

The New Generation





As John Morris the whip wielding vampire hunter, or Eric Lecarde, master lanceman, you'll chase the demonic vampiress Countess Bartley across Europe to prevent her resurrecting the master of all evil - Count Dracula.



KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE

TREASURE'S LATEST DYNAMITE HEADDY

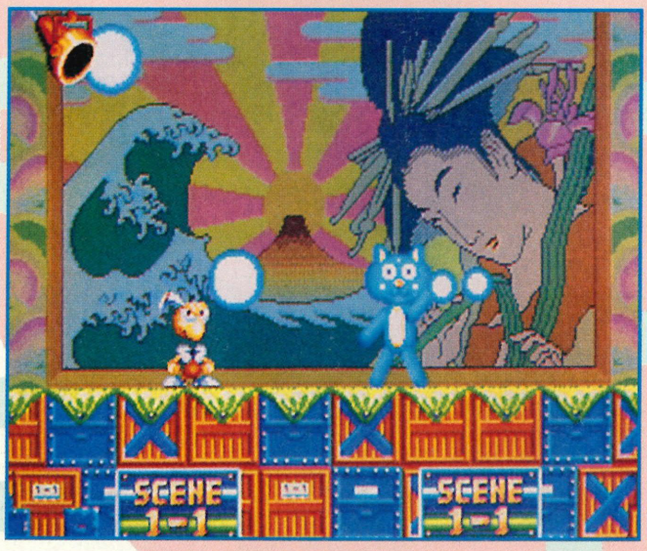
JAPAN NEWS

It's a rare treat when a game designed for the Japanese market hits the UK and excites everyone who plays it. One such Mega Drive title was *Gunstar Heroes*. It swept through the UK like wildfire and even won industry awards in the US. Now its creators Treasure are lining up for their Springtime onslaught with *Dynamite Headdy* provoking the most interest.

Platform adventures may never be the same after *Dynamite Headdy* rolls into town. Why's this? Because he masochistically chucks his head around the screen to kill nasties! a hook and other attachments can also be used for scaling walls etc.

As you can see from the screenshots everything is bright and in typical Treasure style: Parallax backgrounds, wacky animation and a range of big, intriguing guardians. In typical Japanese fashion, as you progress through the stages you team-up with other equally outrageous warriors. In *Dynamite Headdy* a trio of refugees running from Emperor-King Dark Demon help Headdy in extra-tricky situations.

If you've developed a fascination for *Gunstar Heroes* (despite its lack of a recognisable main character) you probably can't wait for the latest showpiece platform adventure from Sega's favourite development team. SegaPro will be bringing you full reviews as soon as the final software is available.



PRO DATES

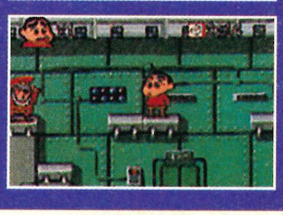
MEGA DRIVE / MEGA CD

SPRING
LUNAR ETERNAL BLUE
PANORAMA COTTON
POWER MONGER
NOSTALGIA II
LAGUNA SENTY
SURGING AURA
VIRTUA RACING
DYNAMITE HEADDY
SILENT FLEET
HYPER ROAD
MONARCH
MULTIPLAY BASEBALL
HYBRID FRONT
AFTER ARMAGEDDON
YEATH: MASK OF THE SUN
BURNING FIST
LIKE A DREAM
ALIENS III
BATTLE FANTASY

GAME GEAR

MAY
WORLD DERBY

JUNE
J LEAGUE PRO STRIKER
YAIBA



CRAYON SHIN CHAN

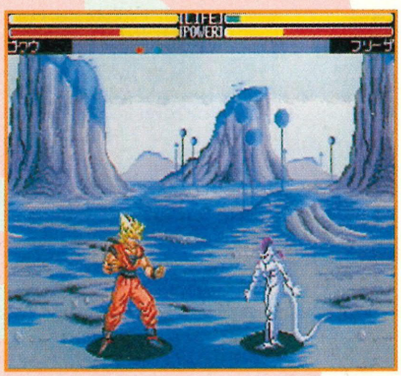
Every month Japan News tries to bring exclusive news on something "way-out" in Japan. This month a 16Mbit cart game by the name of *Crayon Shin Chan* is under the spotlight. Remember *Switch*? well this is lining up to be just as wacky, weird and fun to play.

Your objective is to find stage cards in each of the five areas. Areas one to four vary from taking his dog for a walk and losing it, competing in a bravery contest, pretending to be an action man and snowball fighting. This may sound extremely boring but it's the humour content that may give *Crayon Shin Chan* the chance of an English or American conversion.

SONIC DRIFT

No sooner has Chuck Rock ventured onto the racing circuit with *Chuck Racing*, Sonic rears his spiky head for a dose of manic driving on the Game Gear. *Sonic Drift* is aiming to be the handheld version of Nintendo's *Mario Kart*. Race as either Sonic, Tails, Eggman or Amy around a variety of tracks in the hunt for rings and other prizes. More information as soon as it is made available.

DRAGON BALL Z



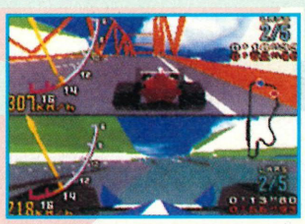
Released under a different title on the Super Famicom (*Super Fighting Legend 2*) *Dragon Ball Z* is lining itself up to be the next wave in one-on-one beat-'em-up games. Bandai are a well known authority on the Nintendo circuit, so this (their first Mega Drive title) will undoubtedly offer one or two surprises. At the time of writing this article Bandai weren't prepared to offer any firm information, but they did confirm that the title will probably be available for preview some time in April.

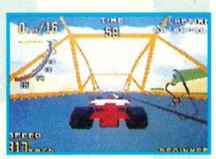
JAP CHARTS

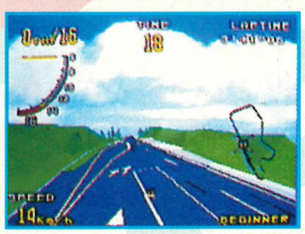
MEGA DRIVE | MEGA CD

1	NE	LUNAR
2	NE	MYSTERY MANSION
3	1	SHINING FORCE II
4	4	PUYO PUYO
5	NE	VAMPIRE KILLER
6	NE	SONIC SPINBALL
7	NE	J. LEAGUE NEW EDITION
8	NE	ALADDIN
9	NE	SONIC THE HEDGEHOG 2
10	7	COLUMNS III

THIS IS THE ONE WE'VE ALL BEEN WAITING FOR!







Watch out for the Asian import version of *Virtua Racing*, due to hit the shelves some time around midday on Friday March 18, but be prepared to pay a hefty price!

NIP BITS

● *Masters of Kombat*, the beat-'em-up designed to bring a *Street Fighter II* clone to the Master System is under development for the Game Gear. It couldn't be more simple – one or two players fight it out using a range of punches, kicks and special moves. If they can pull this one off (hopefully better than the Master System version) Game Gear owners will at long last be able to practise fighting games whilst on the move.

● **Treasure are developing a Game Gear version of *Ronald McDonald's Treasure Land*. Expected to be virtually the same as the intriguing Mega Drive game. We're hoping for more technicolor graphics and maybe a rather more in the way of a challenge.**

● This Spring/Summer is sure to see a surge in Mega Drive and Mega-CD sales as a fantastic line-up of software is preparing to surface. First up *Virtua Racing*, the most awaited piece of software on any format. You can then expect the Japanese releases of *Sonic Drift*, *Streets of Rage 3* and a Mega-CD version of *Heimdall*. *Wonderboy IV* is coming to the Mega Drive early April. *Ax 101*, *F1 Circus* and *Wing Commander* are also due before the end of March. For further details you can call Martin at Video Games Centre ✆ (0202) 527314.

● ***Outrunners* on the Mega Drive will include all eight cars from the original arcade coin-op. A two-player split screen option and a head-to-head setting should give it a far whack of value for money not to mention arcade nostalgia. Speed Buster and Road Monster should be competition enough for anyone with a taster for this May release.**

● For one reason or another the LaserActive multimedia machine isn't living up to its promise. Reports of incompatibility with games like *Fatal Fury 2* are causing concern and unless the problem is quickly amended PC Engine CD-ROM games may be rendered unusable. Both Pioneer and software developers are hunting for a solution.

FEATURE

SEGA PRO

Game development has turned into a star-laden business. Nick Merritt and Jason Johnson talked with Dave "*Aladdin*" Perry about life at the top... and to Core Design's music department about life on the way up.

HYPE! and HARMONY

PART ONE

You might think that putting a game together is dead easy – just bung a few nice graphics into a platform game engine and sit back while the money rolls in – but nothing could be further from the truth. Teams of people from programmers to producers, musicians to artists all have to work together to impossible deadlines to get the game finished on time. But somehow it gets done. David Perry is used to the stress and has gone as far as it is possible for a programmer to go with his own new company, while Core Design is on the way up with a growing reputation for top quality games music, from *Thunderhawk* to the upcoming *Battlecorps*. So this is how they do it...

Before a videogame idea is conceived there is a huge amount of background research and forethought that goes into, not only the software, but the way companies organise themselves too. Leading the way into Summer '94, Shiny Entertainment and Playmates are striving to beat the best.

To find out exactly what David Perry has planned for the coming months (after turning down *Sonic the Hedgehog 4*) we dropped him a line at his outrageously posh offices in sunny California.

After visiting many of the big league names in the videogames industry David Perry was still looking for a company "with the same dream as me – to produce the best and consistently highest quality videogames." After an apparently endless search and countless meetings, he found one; Playmates.

Playmates originates from a chap called Sam Chan, from way back when England could kick a ball into the back of the net (1966). Over the past 37 years it has grown into "a leading marketer of many of America's best-selling and best-known toys, action figures and dolls." *Teenage Mutant Ninja Turtles, Star Trek* and T*he Addams Family* are just three of their hugely successful licensing agreements that have given this company a leading edge over their rivals.

During 1993 Playmates entered into another licensing agreement, this time with MCA/Universal Merchandising to market action figures on *Exo Squad* and *Sea Quest* (you know, that half-hearted attempt at a cult TV series starring the guy from *Jaws*). Later, *Star Trek* and *Star Trek: Deep Space Nine* were added to the list.

Playmates have now decided to enter the videogames industry and their opening titles are to be *Exo Squad* and *Star Trek: Deep Space Nine*. Production of these two titles will be handled by Novotrade, the oldest and largest independent entertainment software development company in the world, with the general overview to be handled by David Perry, one of the best-known producers of quality videogames.

Playmates are not only interested in developing software for their own characters, but they have also given David the opportunity to come up with his own game and character ideas. From what we could make out, there's a good chance that his sprites will end up as action figures. When probed further on this David was far from forthcoming and could only comment that it will be "a tough, humorous character who doesn't know his own strength" who'll be revealed on July 31.

Alongside, acting as an outside commentator on the Novotrade developments (*Exo Squad*, his personal favourite, and *Star Trek: Deep Space Nine*) David's main project, as he's simply "flying to and fro to see how the guys are doing", is concentrating on his own company, Shiny Entertainment.

Browning from the sunshine along the Californian coastline of Laguna Beach, Shiny is made-up from some of the best heads in the games software business.

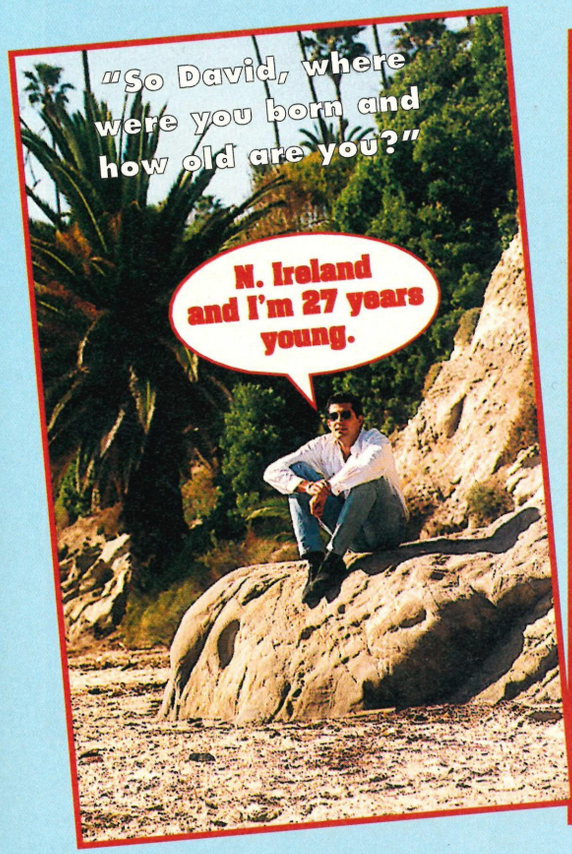
David stated that "everyone who worked on *Aladdin,* the art director of *Jurassic Park* and *Alien 3's* programmer will be working flat-out on Shiny Entertainment's software development." Interestingly enough, "half this team are from Britain and this will help ensure the finished products will be suited to games players from both sides of the Atlantic."

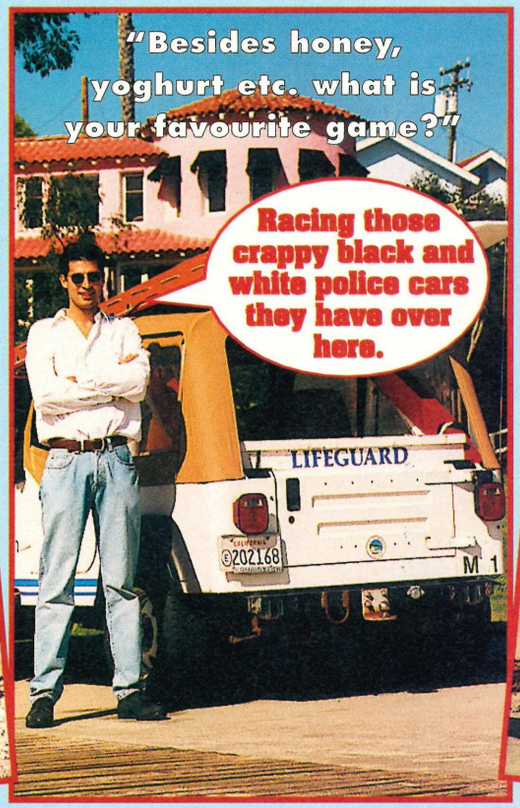
It would appear Mr. Perry has thought of everything, and that leaves us with nothing more to say except good luck to them all!

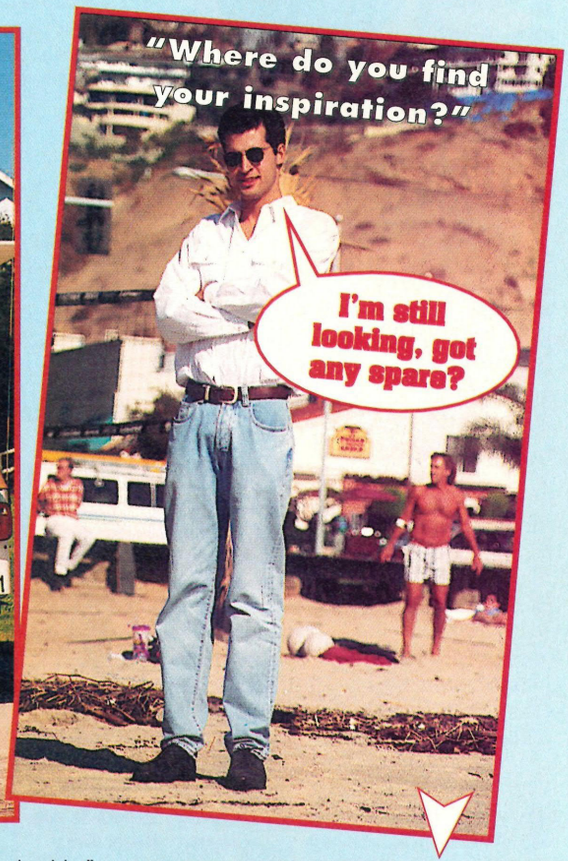
Shiny Entertainment's artists (left to right): Doug Tennapel, Steve Crow, Nick Bruty, Mike Dietz, Edward Schofield.

THE REAL DAVID PERRY

THE REAL STAR OF THE SHOW IS SHINY ENTERTAINMENT'S PRESIDENT, DAVID PERRY. AFTER HOUNDING HIM FOR NEWS ON HIS LATEST PROJECTS WE THOUGHT IT WOULD BE FUN TO DISCOVER HIS LIGHTER SIDE, BUT JACK DEE WASN'T AVAILABLE SO WE HAD TO SETTLE FOR JASON'S EFFORT AT WIT AND HUMOUR. READ ON, IF YOU DARE...







MUSIC TO OUR EARS

You might think that the musicians have the best time of all. It's hard getting a job in music, especially ones where you essentially have unlimited access to a fully-stocked recording studio. Add to this the chance to create anything you like so long as it fits the game and you could have the perfect job.

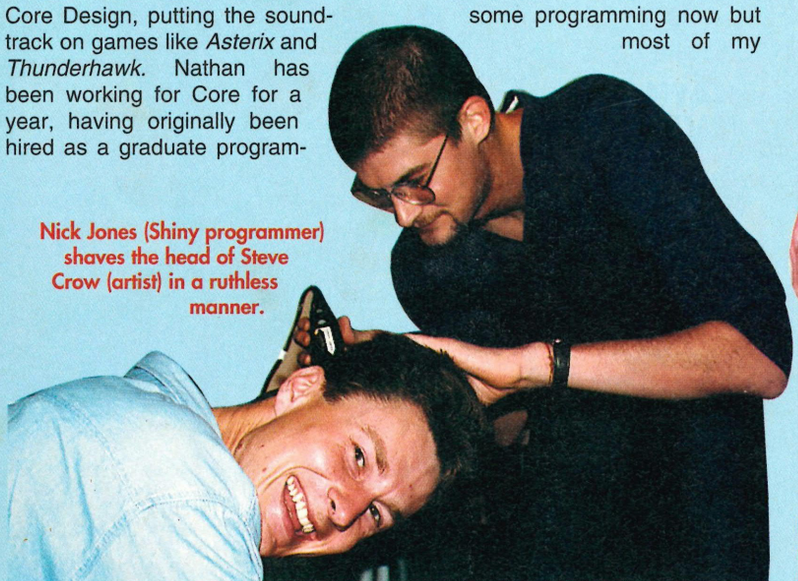
Nathan and Martin both work for Core Design, putting the soundtrack on games like *Asterix* and *Thunderhawk*. Nathan has been working for Core for a year, having originally been hired as a graduate programmer to write the music driver software for the Mega Drive and the Master System.

Core had been freelancing much of their music (at a cost of £1500 a tune) before Nathan joined and had decided to hire a musician full-time.

Nathan however had also studied piano to Grade 7 and had 'O' and 'A' level music and so he got the job instead. He told us: "I still do some programming now but most of my time is spent on the music side."

Martin however is a raw talent, with no formal music training. He learned keyboards by himself while still at school and has been with Core for two and a half years. Martin set up most of the music gear used by Core although Nathan helped with the eight track recording equipment when he first started.

That's the murky background then. The question is: How do the two guys manage to turn all this into decent sounding tunes? Read on to find out...



Nick Jones (Shiny programmer) shaves the head of Steve Crow (artist) in a ruthless manner.

Nick Jones after ruthlessly delousing the heads of his Shiny Entertainment colleagues. So kind.

Sorry David, no, but Becky Burston (Shiny's receptionist) suggested "The famous revolving blue light at K-Mart" as a good source.

Cheers Jason, but I prefer embarrassing myself with my cat-like *Virtua Racing* reactions and causing pile-ups. Maybe I'll call my next game *Crash, Burn and Wind-Up in Jail*!

Very funny David.

Thankyou

(Question to Steve Crow, Senior Artist): What do you think about Shiny?

Brilliant! Oh and by the way may I add: Mary had a little lamb, She took it to a wedding, It didn't do what it was told, So she kicked its little head in!

No you may not! At this point Mike Dietz, Brooklyn tough guy and Shiny Entertainment's Animation Director added:

Let's just say I keep out of the "full figured gals" department at K-Mart these days.

What are you on about?

You wanted to know my most embarrassing situation ever.

Yeah, cheers for that one Mike..

FEATURE

SEGA PRO

HYPE! and HARMONY

Core provide two mini-studios, each geared to the differing needs of certain types of game. For instance, cart based games music usually works by directly programming the sound chip in the Mega Drive while Mega CD games offer essentially unlimited opportunities as instrument sounds can be properly 'recorded'. Martin and Nathan have access to a variety of equipment, from guitars to drum machines, a Moog analogue synth and a Roland keyboard. Add to this guitar effects pedals, an effects unit (which distorts and echoes sound), mixing desk, an Atari Mega ST running sequencing software, a DAT unit and a PC sampler which can create CD master disks, and you can see that Core have provided everything the lads need to lay down those funky beats.

When a game is in development, Martin and Nathan will get a storyline and will watch some of the early gameplay to get a feel for the atmosphere. In theory they'd have six months to do all the music but in practice it usually works out at 1-2 months.

Some projects need special care. Games like *Soulstar* (previewed in last month's SegaPro) have a linear soundtrack which requires special timing (you'll often be able to guess pretty accurately how long it takes a player to get through a level).

However, it's not as hard as it seems as the sequencer can be used to time the music accurately. *Battlecorps* is more interactive with different user moves taking the soundtrack into new areas.

When the music is in production, the programmers will often drop in to the studio to see how things are developing. Nathan said, "Sometimes they'll suggest changes if they think we've done something inappropriate, which we're happy to do, but it doesn't happen often. We're left pretty well on our own here."

Not surprisingly, the intro sequences offer the best chances of creating some nice atmospheric sounds. 'Theming' characters with their own signature tunes is widely used in film and television – who can forget the deathlike marching music when Darth Vader appeared on screen in *Star Wars*, for instance, and this technique can lend emotional depth to a character. Nathan explained: "We can work on separate music themes for the good guys and the bad guys but in the game itself you're always in trouble so it's harder to use this approach."

Martin and Nathan compose mostly on keyboards although Martin told us: "I prefer using the analogue synths, mostly for bass sounds." They'll start off by jamming, then they'll bounce ideas around (especially if they have a creative block). Then when they have a set of sounds they like, they can get down to work.

Some sounds are bought 'off the shelf' with George Clinton's latest album of samples proving very popular. "But there can be copyright problems," Martin said, "as it takes time to get permission to use them. There are lots of Public Domain samples we can use though."

Martin and Nathan enjoy their job, particularly since they get the chance to use the studio after work for their own stuff.

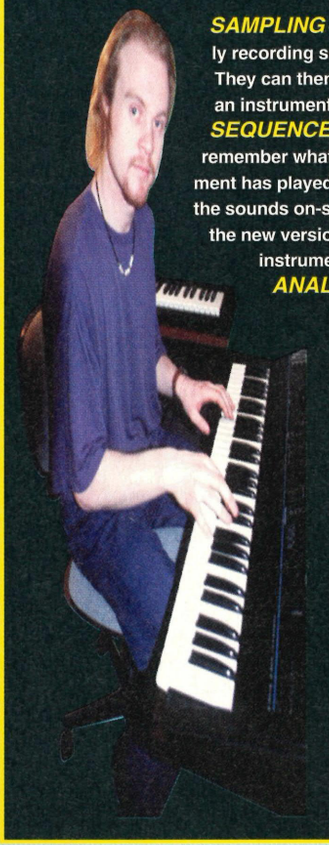
They're trying to get a band together at the moment but both of their ambitions would be to end up with their own studios writing music for their own pleasure. We wish them luck!

Next month, we take a look at how a game's graphics are done and how the complete product is marketed to magazines like SegaPro! SP

PLAY DAT FUNKEH MUZIK!

Your typical 16Mbit cart will contain something like 80K of music and sound effects, although games like *Bubba 'n' Stix* contain more in the region of 40K. To get around memory constraints, looping is used (which replays the same sequence of music). Effectively, there is no memory limit for Mega-CD games.

TERMINOLOGY

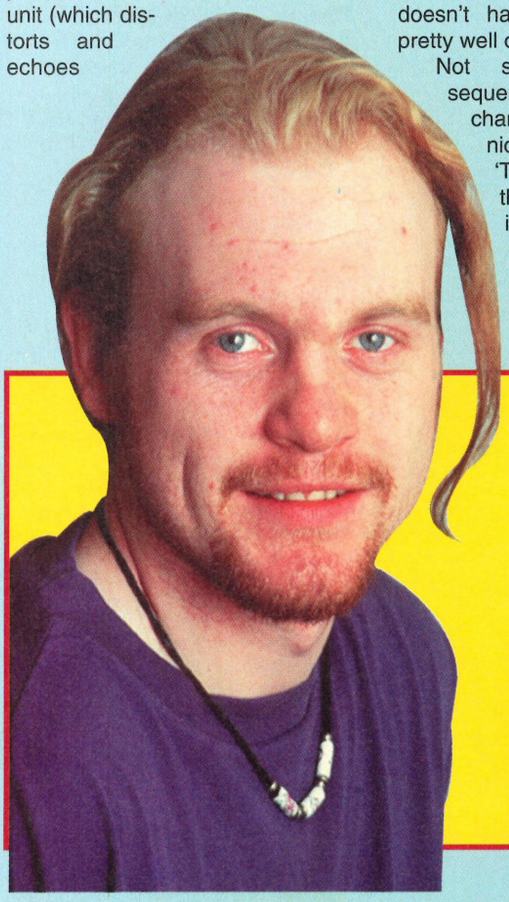


SAMPLING – a method of digitally recording snatches of sound. They can then be replayed through an instrument like a note of music.

SEQUENCER – can be set up to remember what sounds an instrument has played. Then you can edit the sounds on-screen and play back the new version through the instrument.

ANALOGUE – instead of creating sounds as a sequence of computer numbers like in a digital synth, analogue synths use electric components, like capacitors and resistors, to create the sound.

DAT – stands for Digital Audio Tape. It records music as a sequence of digital numbers onto tape (each number standing for a sound) and eliminates hiss and distortion.

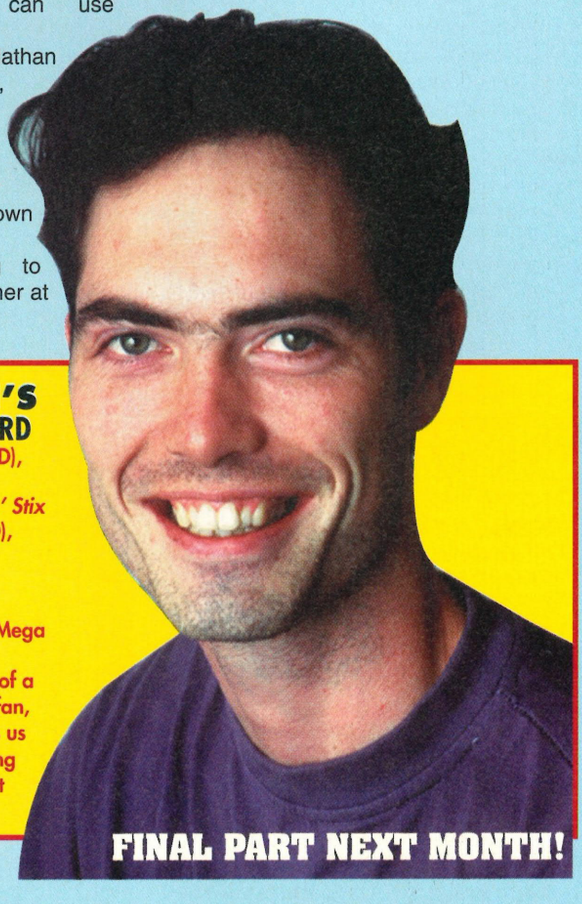


MARTIN'S TRACK RECORD

Jaguar XJ220 (CD), *Heimdall* (CD), *Wonderdog* (CD), *Thunderhawk* (CD), *Battlecorps* (CD), *Wolfchild* (CD, Master System), *Chuck Rock* (CD).

(Martin has also done a whole load of Amiga stuff!).

Martin is into Ambient music, with his particular favourites being The Orb and Ozric Tentacles.



NATHAN'S TRACK RECORD

Chuck Rock II (CD), *Asterix II* (Mega Drive), *Bubba 'n' Stix* (Mega Drive, CD), *Asterix* (Master System), *Soulstar* (CD), *Skeleton Krew* (Mega Drive).

Nathan is more of a Rick Wakeman fan, although he tells us he "likes anything so long as it isn't bad rap."

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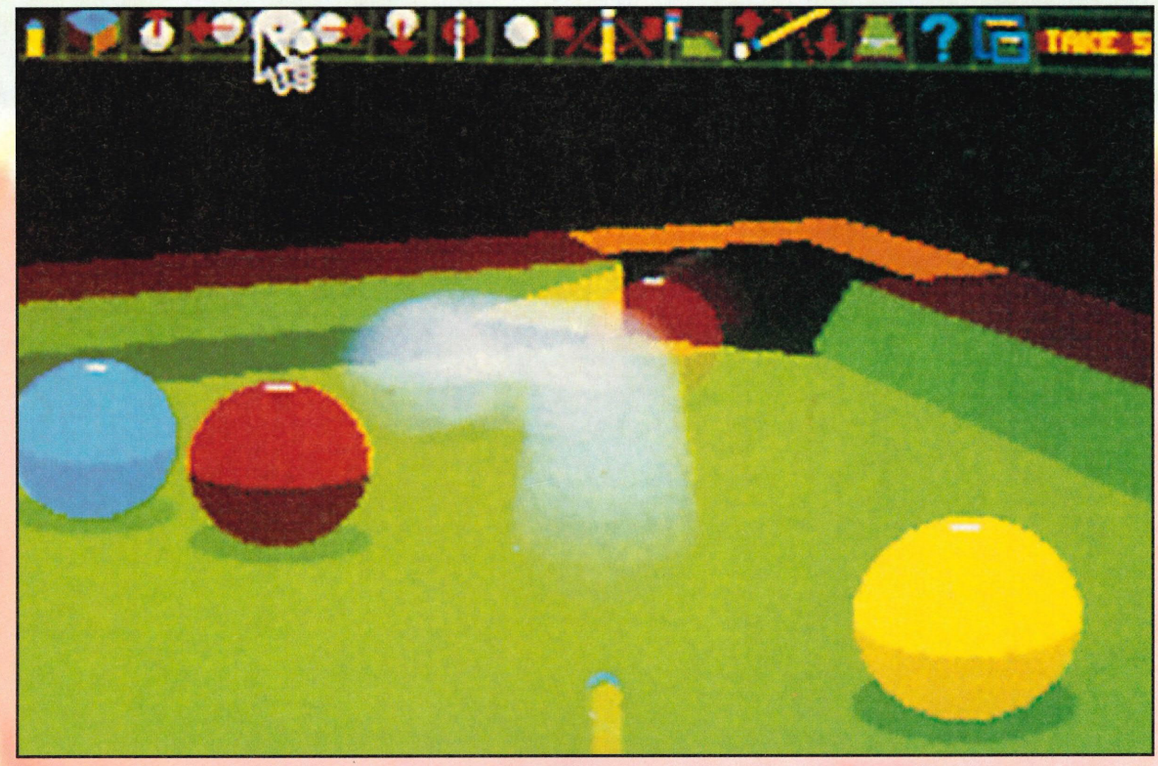
PREVIEW

SEGA PRO

MEGA DRIVE

Having debuted on the Atari ST and Commodore Amiga, closely followed by a PC version, *Jimmy White's 'Whirlwind' Snooker* is on its way to the Sega Mega Drive. We take a look at what the greatest piece of snookering home entertainment has in prospect. Also, we feature an unequalled insight into what it takes to become the best. Jason Johnson buckles up for a ride into the lowly landscape of Ladbroke Hall and goes snooker loopy.



DREAMS ARE MADE OF THIS

Are you a budding programmer? do you consider yourself talented in the maze of computers and electronics? or do you simply want to make your own videogames? If your answer to any of these questions is "Yes!", "You Bet!" or "Who Doesn't?", this section will be of particular interest to you. To find out just exactly what it takes to become one of the most successful people in the videogames industry, Jason Johnson went wild in the country and chatted to the man behind *Jimmy White's 'Whirlwind' Snooker*, Archer MacLean.

In less than ten years Archer MacLean worked his way up from industrious electronics whiz kid to wealthy, fame-struck programmer. Way back in 1974 Archer became fascinated with electronics, and while at school "learned how to build computers, and sell them to friends at a tidy profit, among other money-spinning ventures." A skill that to this day Archer claims has proved "invaluable in my progression from small time programmer to world renowned computer games author."

JIMMY WHITE'S 'WHIRLWIND' SNOOKER

Face to face at last: Jimmy and Archer spent hours playing snooker and discussing how to create the ultimate green baize experience.

JIMMY RIDDLE

In my opinion there is no better snooker player in the world than Jimmy White. His admirable career started as school truancy until he was eventually allowed to skip class to take practice sessions. One of his early achievements was to be the youngest player ever to become Amateur World Champion, and this was at the ripe old age of 13!

Jimmy went on to win further titles including the UK Open (1987 and 1992) followed by the European Open (1992) and countless others. One of the highlights of his career was a magnificent 147 break at the 1992 World Professional Championships. So, who better to endorse the best computer simulation of his chosen sport than the man himself.

Archer and Jimmy spent endless hours chatting, playing snooker and looking into the possibilities of a joint venture. Virgin joined the duo in a businesslike fashion, but in recollection of this time, all Archer commented was that "I could never keep up with Jimmy's monstrous appetite for alcohol..."

The late Seventies saw a swift progression into BASIC and Machine Code programming, some of which was used for general applications such as payroll and stock control for his employer! A young Archer then decided to "indulge in cybernetics (the comparative study of the automatic control systems formed by the nervous system and brain and by mechanical-electrical communications systems) for three years." This was to prove invaluable for his self-taught programming skills; and then the fun really began.

When questioned something along the lines of "what then?" memories of the first game he ever programmed –*Mastermind* – flooded back. It may not have been published but he assured me this was one of his most rewarding projects. After a rundown on various adolescent antics and accomplishments, the name *Dropzone* was casually – dare I say it – dropped.

Originally named *Stargate*, *Dropzone* was the work of endless 'spare time hours' around college lessons, eventually resulting in a sensation, recognised even to this day. "Wow!", you may be thinking, this guy left college and within a matter of months the game he had been working on became a best-seller! Sure thing, but due to one or two legal problems *Dropzone* is still very much a current affair and although he made a tidy sum, Archer didn't earn the pounds he deserved, just the respect.

Archer taking a look at a certain top Sega magazine. In programming terms he's the original Pro.

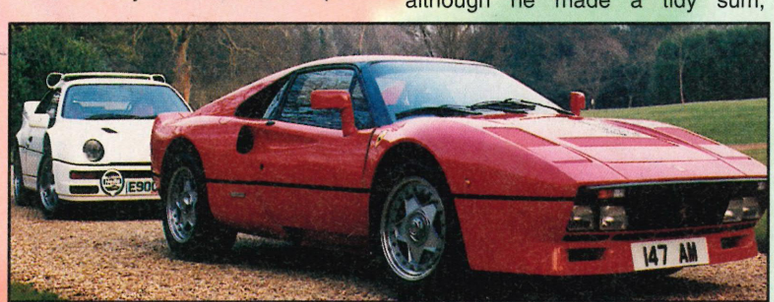
Problems aside, Archer MacLean continued climbing his path to stardom with the release of *International Karate* (even to this day a fantastic display of martial arts combat) after System 3's Mark Cale had approached him. Due to further financial stepping stones (namely Mr Cale's blatant ripping-off of *IK* and its American distribution rights) Archer once again lost out.

Undeterred, the follow-up to *IK*, *IK+* was released a year later (1987) and this threw Archer directly into the bright lights of stardom. His renowned classic car collection grew (as did his classic dealings) and then, one night, he had a dream about a 3D snooker game...

Strange or what, (this guy must have been putting in more hours overtime than our very own Mr Wilton) but quite eerily true. "I was circling above a snooker table, zooming towards and away from it, but constantly keeping everything in focus. It was then that I knew I was destined to write a 3D snooker game and prove all the sceptics wrong" – In those days, what he was contemplating was considered totally laughable.

The rest is videogame history. Archer MacLean's *3D Snooker* and *3D Pool* became two of the most successful computer games ever, still seen as the best sporting simulations of all time. Almost three years on and the Mega Drive version of this astonishing game is about to be completed.

In traditional Archer MacLean style, the game has been totally rewritten to fit snugly into a 4Mbit cartridge, without the use of any high-tech, secret-specification, additional chips. "If you're going to do a job at all you have to do it properly." Never a truer word said – if you still want to be a successful videogames programmer, take notice.



The trappings of success: Along the road to fame Archer has built up an enviable collection of classic sportscars.

PREVIEW

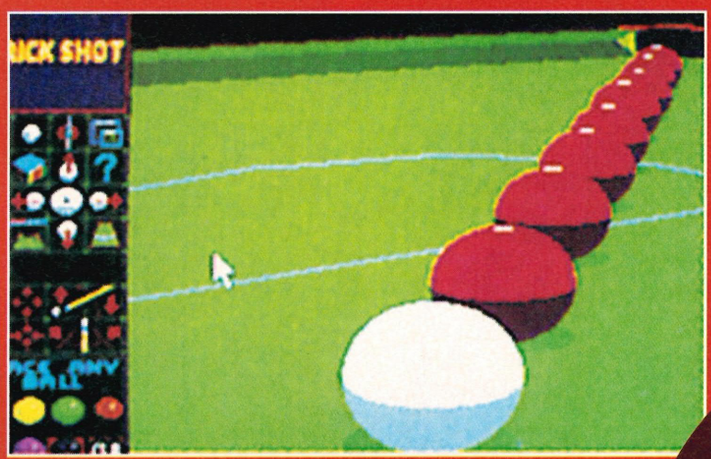
SEGA PRO MEGA DRIVE

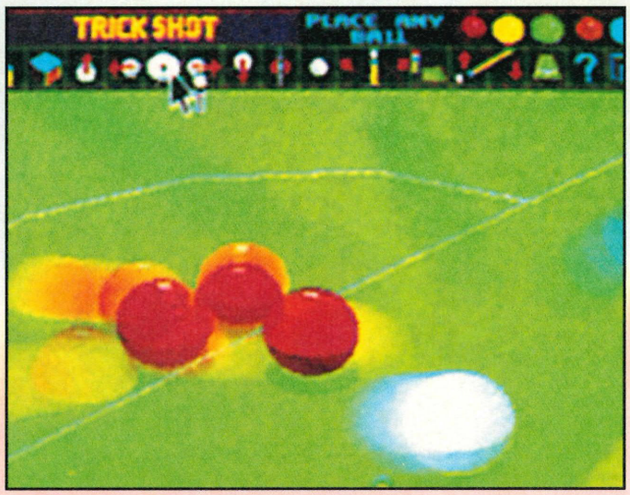
JIMMY WHITE'S 'WHIRLWIND' SNOOKER

ALL IN A GAME

The fact that no-one has since tried to provide us with a similar quality snooker simulation says it all. *Jimmy White's 'Whirlwind' Snooker* is by far the most comprehensive sporting simulation ever. Its 3D graphic design gives it an instant, and lasting appeal. Not only this, but you actually feel in total control of everything you're doing and, in some respects (if like me you're a complete amateur), more so than when playing the real thing.

Realism is everything – right down from chalking your tip to prevent a miss-cue – to rapturous applause greeting a well-positioned shot or hard-earned break. Not only this, but your control over the cue ball (with practice) allows swerve and perfectly angled trick shots. Oh yes, and it's just as easy to miss a simple red into the middle pocket as it is in real life.





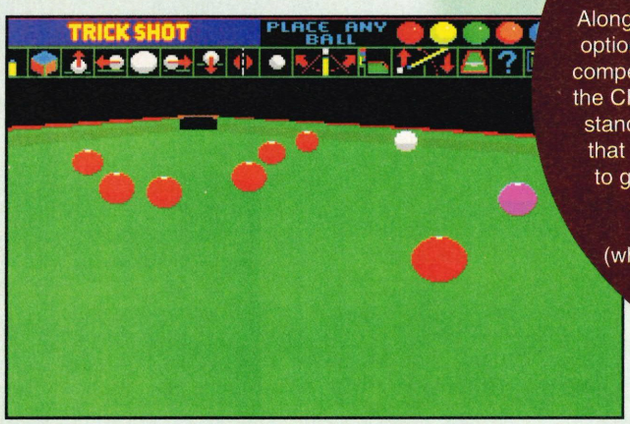
A head-on collision seems on the cards here. Just pray those reds scatter into a more pottable position!

Looks like you didn't strike that hard enough to just run up and clip the red in. The controls encompass all the subtlety of real Snooker play.

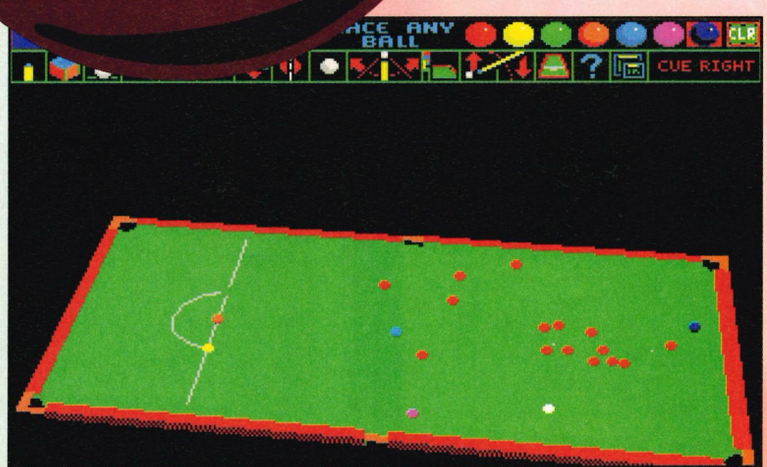
MULTI-PLAYER OPTION

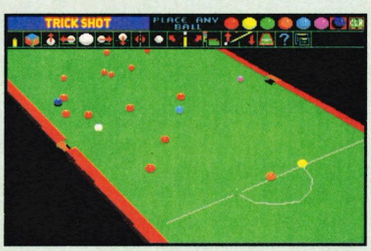
Along with the CPU formats there's a multi-player option included and this allows up to 8 players to compete in various tournaments. Not only this, but the CPU opponents are slightly different from your standard robotic imbeciles. You need only know that Jimmy White regularly scores 100+ breaks to give you an idea of difficulty level available. So *Jimmy White's 'Whirlwind' Snooker* could have an enormous life-span (which seems like good news for everyone).

Probably a good bet is to try the pink and then come off the cushion to find a line to those reds from the other direction.

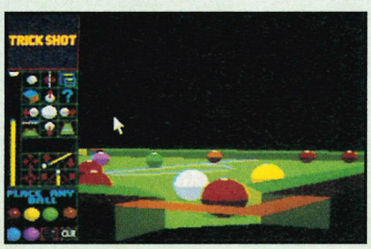


Here you get an overview of the table. See other shots for the playing view.





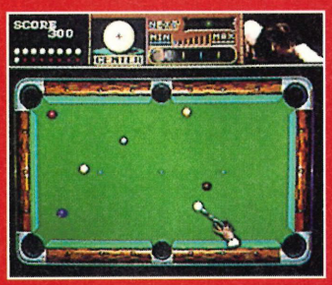
Time to head down-table for a colour. Can you see enough of that yellow to pot it?

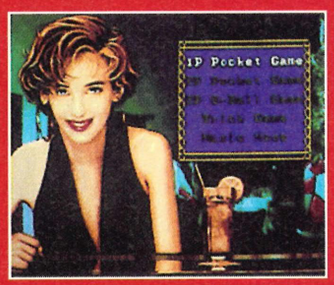


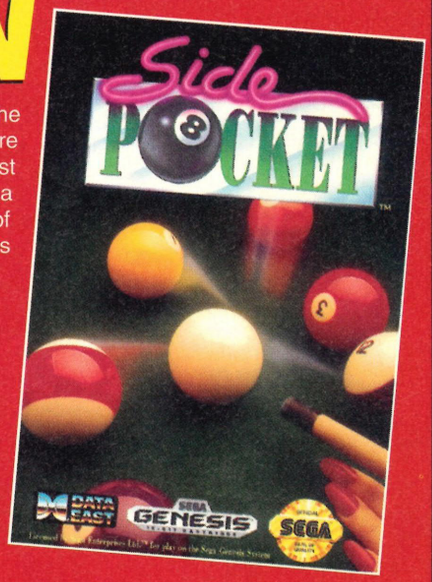
But I thought all you had to do was get it in? You can certainly play some fancy shots after a while.

COMPARISON

There's not one Mega Drive snooker simulation available and with the exception of Data East's *Side Pocket* (a sub-standard pool game) there are no other games in this genre. Surprised? well considering almost every other sport from golf and skiing has been adapted as a Mega Drive game – yes. Computers are adorned with various versions of Archer MacLean's programs and there have been many other attempts at re-creating that pot black feeling, but not on console.







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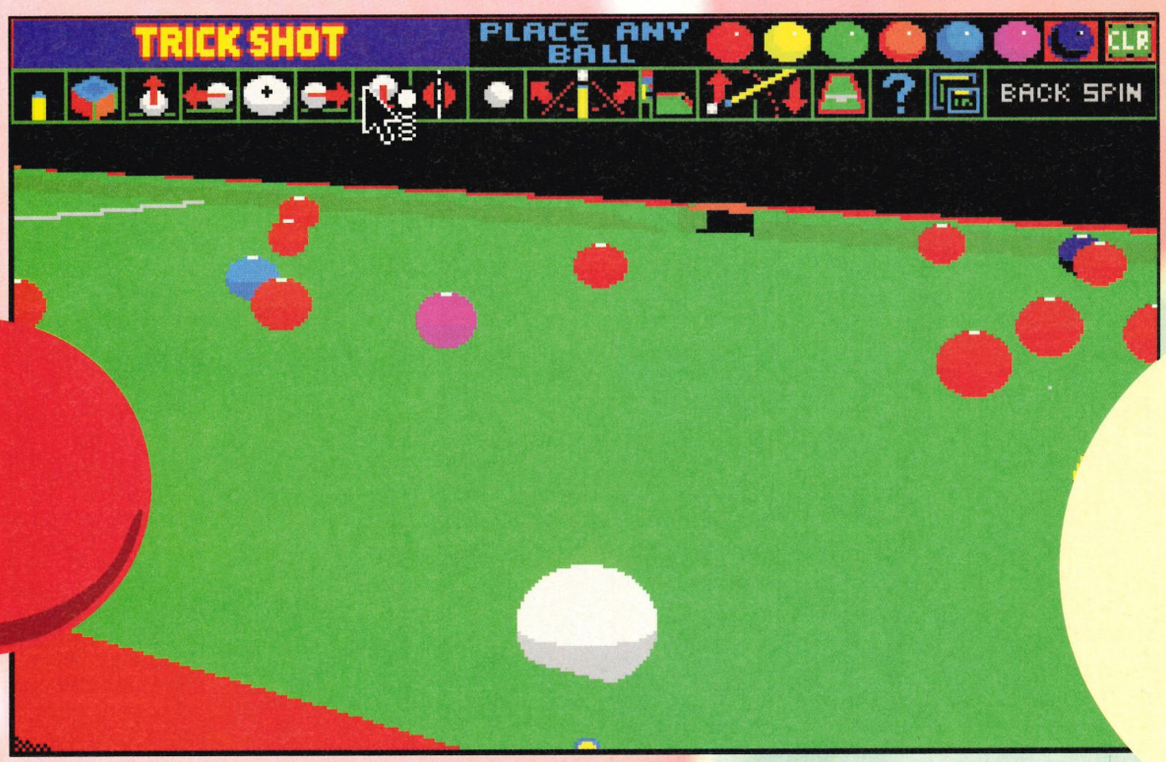
JIMMY WHITE's 'WHIRLWIND' SNOOKER

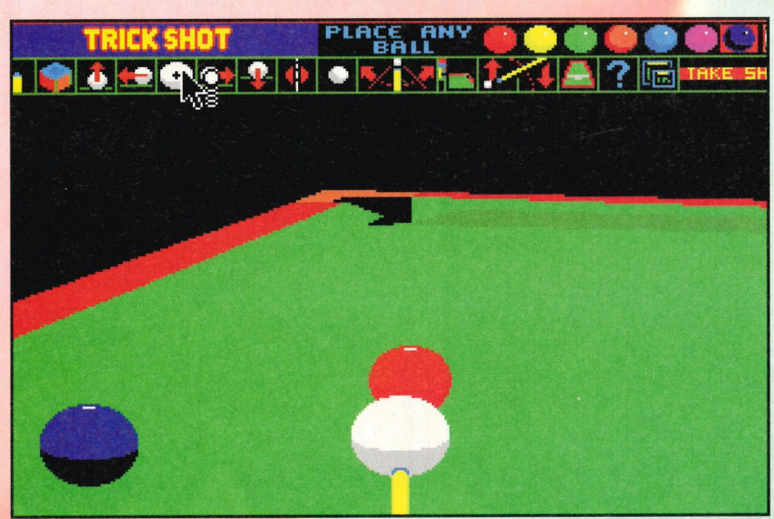
COMPLETION

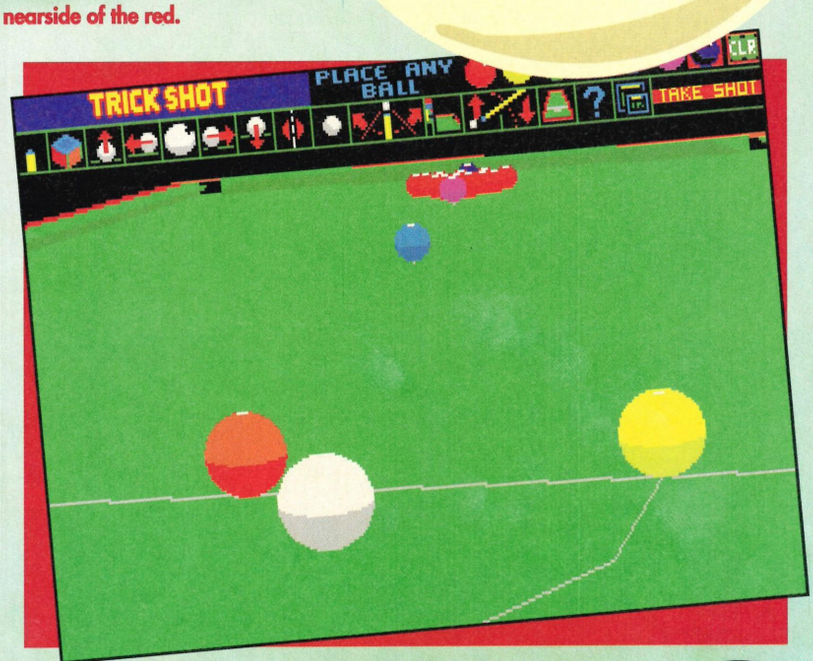
1ST IMPRESSIONS

I was massively impressed by the early code of this product and even as a snooker fan I cannot see how it could have been improved. The graphics, in all their dreamy 3D splendour, are better than anything the Mega Drive has ever generated and Archer really seems to have surpassed himself this time. There's a definite urgency about the screen update and its degree of polish matches, if not betters, the Amiga version. Be prepared to be amazed!



You're aiming for that red over the centre pocket. Get the cueing right to strike the nearside of the red.





It could be difficult to get onto a colour after this shot. *Snooker* contains all the spin and screw options neccesary to make sure you can plan your breaks and work your way out of tight corners.

SINK or SWIM

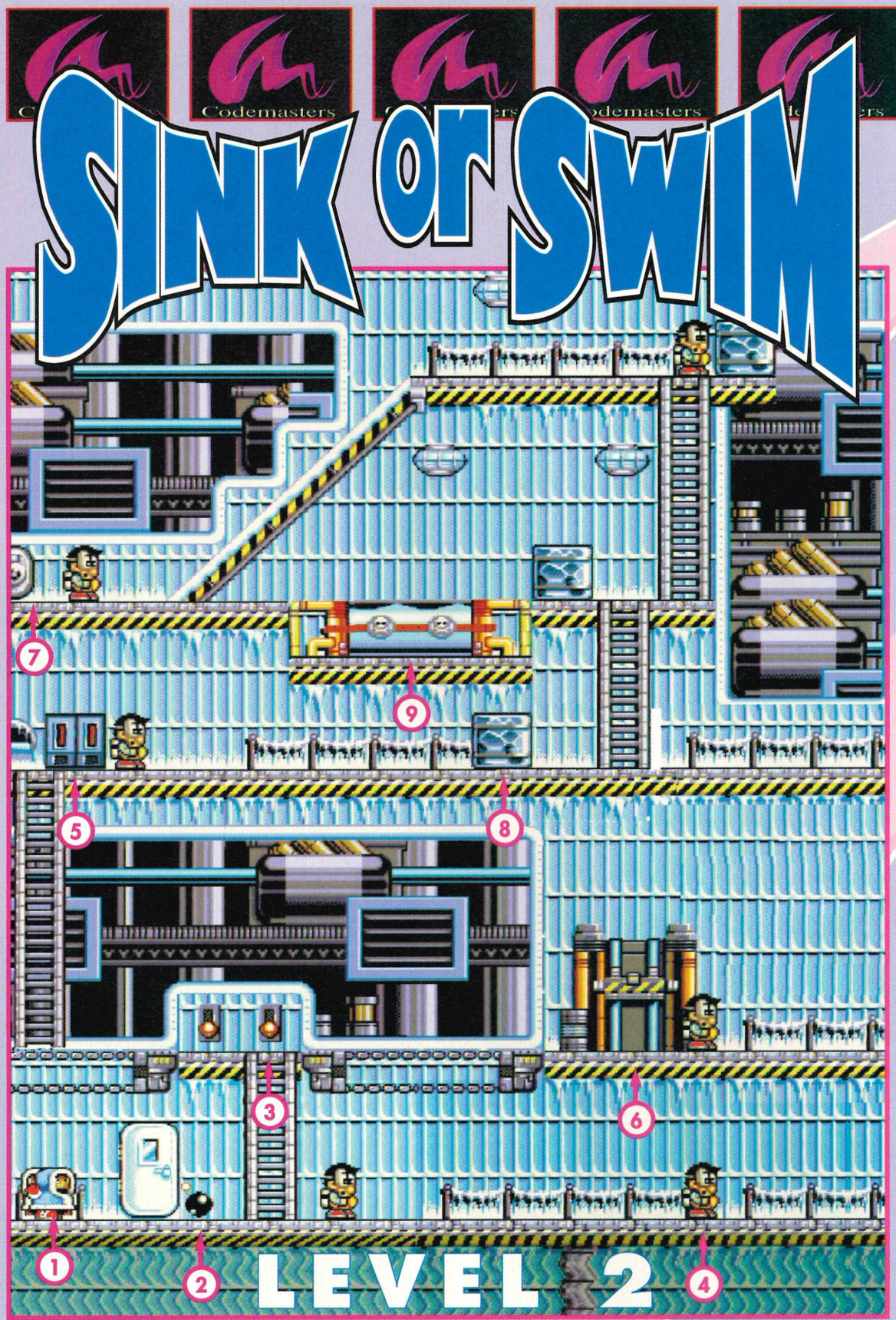
Codemasters are a well-known name on other games formats – with the Game Genie and a raft of simple but addictive games to their credit. They've recently been increasing their profile on the Mega Drive and Master System and their latest titles are due to hit our consoles within the next couple of months. Nick Merritt and Jason Johnson checked them out.

ALL IN A GAME

Sink or Swim comes on a 16Mbit cart and is a puzzle game. The idea is to rescue the passengers who all move in a *Lemmings*-like manner between obstacles, up ladders and so on. Your job is to flip switches and detonate bombs against obstacles, clearing a path to the passenger exit. The passengers will then blindly follow that path and (hopefully) leave the compartment safely.

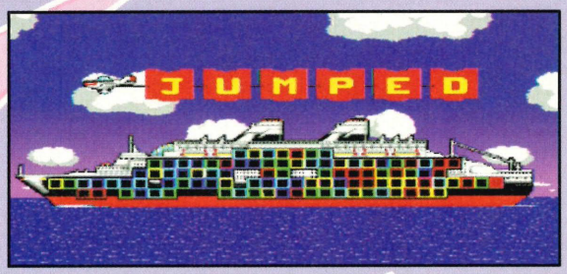
Each level has a set number of passengers you must rescue but if you start to lose passengers, the screen darkens to let you know that things aren't going to well. The combination of a level exit facility (by pressing start, A, B ,C together) and passwords means there is some flexibility if you do badly.

The password screen shows you how well you're doing and allows you to enter levels if you know the code.



1. Dim Passengers.
2. Place bomb here to blow door and release Dim Passengers.
3. Switch alters direction of conveyor belt.
4. Kevin.
5. Kevin's exit.
6. Hydraulic press – very nasty!
7. Passenger exit.
8. Blow this up to let Passengers through.
9. Acid bath – jump with care!

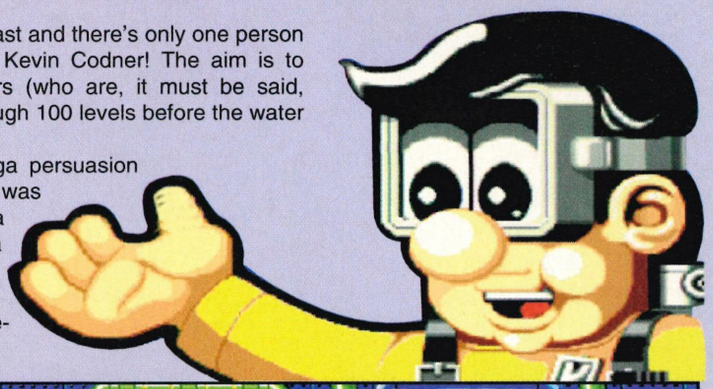
Codemasters Codemasters Codemasters Codemasters Codemasters Codemasters Codemasters



The SS Lucifer has 100 compartments to explore, each one with a full complement of Dim Passengers to save.

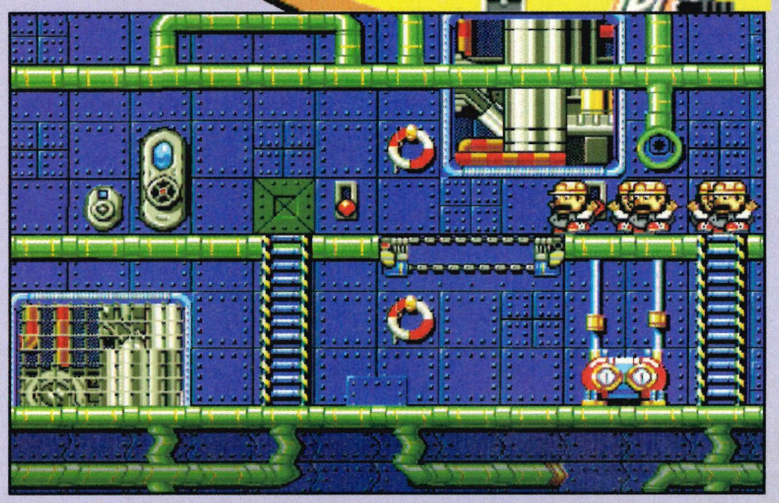
The SS Lucifer is sinking fast and there's only one person who can save the day – Kevin Codner! The aim is to guide the Dim Passengers (who are, it must be said, extraordinarily stupid) through 100 levels before the water rises and drowns them.

Some people of the Amiga persuasion may recognise this as it was released by Zeppelin a year ago, but the Mega Drive version has been enhanced with much improved graphics, gameplay and sound.

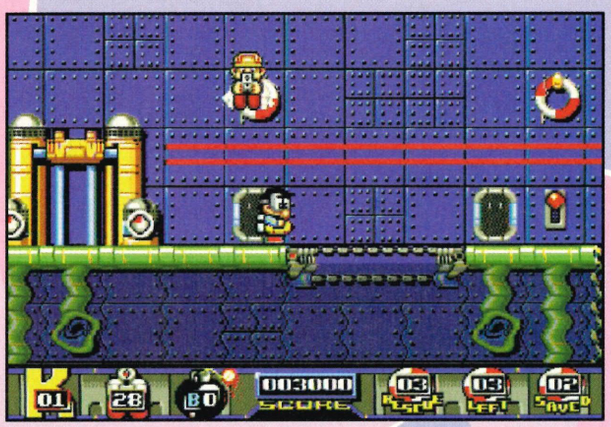


COMPARISON

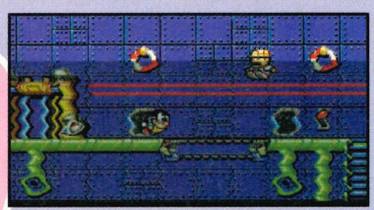
Although there are many puzzlers on the Mega Drive of one sort or another, this most resembles *Lemmings*. At first glance, *Sink or Swim* is probably more of an appropriate puzzler for the Mega Drive than *Lemmings* was due to its large sprites and the fact each passenger doesn't need its characteristics altering (cutting down on the complexity). *Sink or Swim* could be one of the most addictive games you've played for a long time!



This map is the complete level 1. The first five levels are comparatively easy which acts as a training function. Kevin has a variety of tools to aid his task (although not all are available in one go), including a rubber dinghy to save errant passengers, a bomb to remove obstacles and jet-packs to throw to them to whisk them to safety.



Here, Kevin has managed to save the passengers by using the jet-packs scattered around the level.

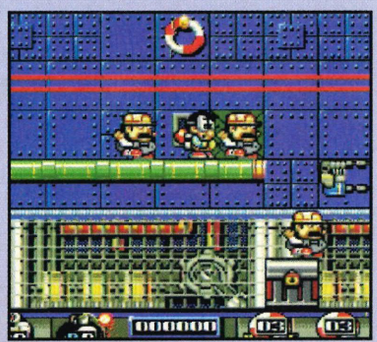


Kevin is able to swim when the water level rises, but keep an eye out for the oxygen reading on the bottom left!

Mend the steam leaks before the jets hit the passengers!

Whoops, looks like the hydraulic press got me!

You'll need to guide our Kevin through this hydraulic press without him getting squashed. This required careful timing and a bit of patience.



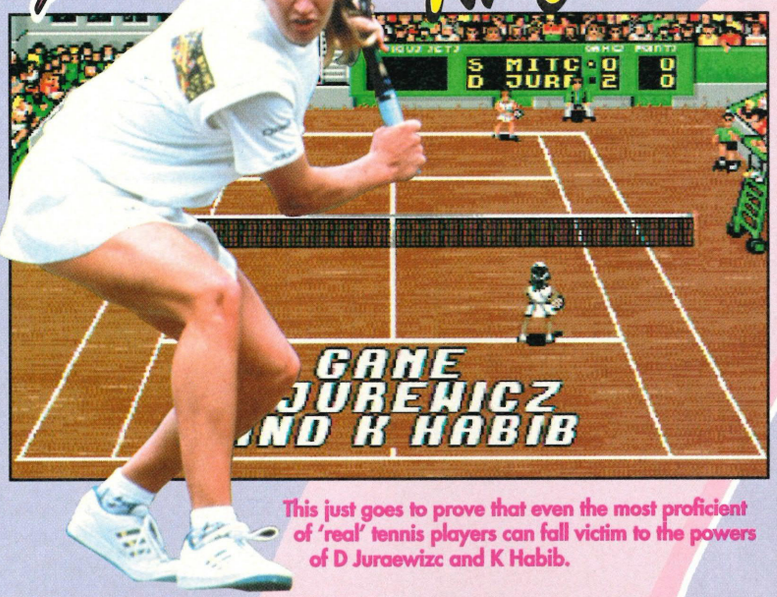
Flick the switch to push the chests through this hole. It doesn't look like I've done it right!

Codemasters Codemasters Codemasters Codemasters Codemasters Codemasters Codemasters

TENNIS All Stars

Anyone for tennis? If you own a Mega Drive you'll probably not have much to shout about unless *Wimbledon* captured your imagination. The otherwise unremarkable Super Nintendo is by far the best machine for multi-player tennis bashes with the stunning *Super Family Tennis* and *Super Tennis*. But listen up, things are about to change for the better as Codemasters serve-up their first J•Cart release, *Centre Court Tennis*. Jason Johnson prepares to return this new release.

Choose your opponent and prepare to return service. I'm pretty glad I'm not up against Big Boris Becker!



This just goes to prove that even the most proficient of 'real' tennis players can fall victim to the powers of D Juraewizc and K Habib.

ALL IN A GAME

Goodness knows how thick the manual to this game is likely to be, so here's a brief guide to everything included, but you can expect a few more surprises when the final product hits the shelf...

Graphics: A 3D scaled graphics system, more than 4,500 frames of animation, three court surface including asphalt, grass and clay. Animated crowds, net judge and line judges, digitised screens from 33 of the world's top locations and a full-screen animated Win Sequence.

Gameplay: Governed by the ITA (International Tennis Association), a full range of power shots and lobs, unique seed skill levels and playing style, tournament or single matches and an action replay/freeze frame system.

Tournaments: Play in up to 33 different tournaments across 28 world cities with the option of eight-way play in either doubles or singles.

BEHIND THE SCENES

Zeppelin Games aren't very well known in the console market, at the moment, but they painted a name for themselves on the board of recognition with several computer games. We gave them a call to find out more on how excited the guys at Zeppelin are about their first Mega Drive release.

STEVE SCREECH, GRAPHICS

Steve Screech worked on the graphics for *Centre Court Tennis* and his favourite aspect was the pleasing feature of "the 'rewarding' smashing of Dizzy (he he!)." He also added " The main player sprites were inspired by the original Amiga game" and that "all the graphics have been totally re-drawn from the originals." This goes to show that it's not just a 'lazy' piece of shovelware by any means.

ANDREW RICHARDS PROGRAMMER

Centre Court Tennis's programmer is a chap by the name of Andrew Richards and he was keen to point out that "The game is a progression from an Amiga game I called *International Tennis*" and that he has been programming tennis games for "nearly two years and would really like to write a shoot-'em-up." Okay Andrew, how about an Arnie shooter?

EIGHT WAY FUN

You are allowed to serve manually or automatically.

Currently on the market is the Sega Tap and EA 4-Way Play, both offering the chance of playing with three friends on selected games, but at a price; around the £20 mark! Codemasters have by-passed this expensive add-on by building their multi-player system into each cartridge, and selling the complete package at a vastly reduced price! In theory there's no reason why it shouldn't work, but we were unable to test the J•Cart so we can't pass judgement on this ingenious device.

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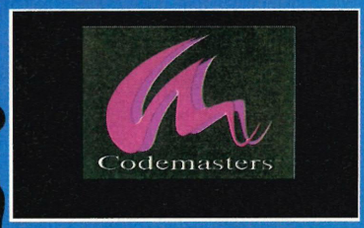
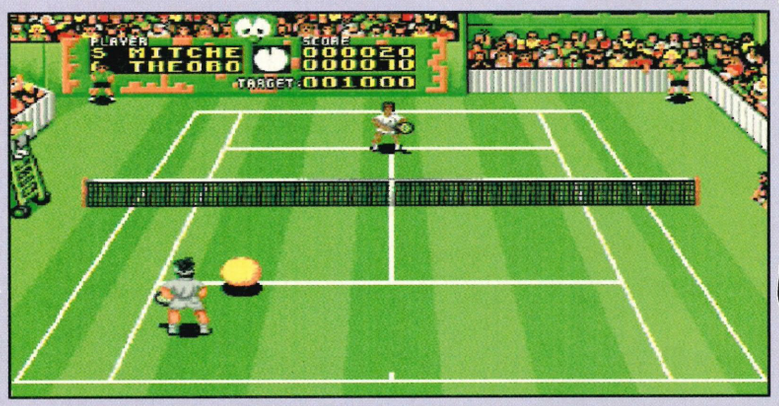


IT'S CRAZY

Alongside this there's a range of CPU options and a host of novelty ideas including Crazy Tennis where you can smash Dizzy (the star of *Fantastic Dizzy* among countless other titles) along with other way-out additions.



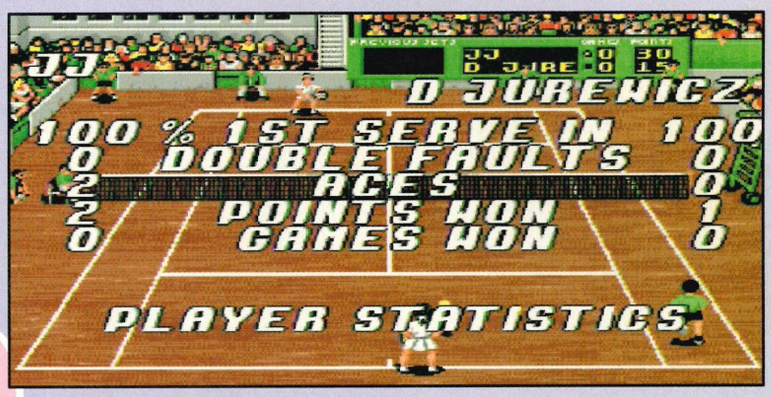
COMPLETION

1st IMPRESSIONS

Codemasters have a couple of impressive titles lined up for us, both in different genres but both looking rather good. Coupled to this is the J•Cart (mentioned in the news) – no longer must we shell out extra dosh to play one game in a four-way mode. Neither must we bear the brunt of SNES owners raving about their 'super' tennis games. And *SOS* could be the console puzzler we've been waiting for!

WORLD TOUR

Remember the character select at the start of Micro Machines? well, this is similar but with the added bonus of far more characters.



Pause the game and you're given some idea as to how well, or how badly you're doing with the ever-present stats screen.

Playing on a hard surface causes the ball to bounce faster and higher, so lightening reflexes and a hardy constitution is needed to get to those balls.

We interrupt this game as the ball boy strolls onto the court to retrieve a lost ball. The things people will do for money and fame.

COMPARISON

Wimbledon is arguably the best tennis simulation on the market, for the Mega Drive, but there have been a few disappointing efforts. *Andre Agassi Tennis*, *Jennifer Capriati's Grand Slam Tennis*, and *Davis Cup Tennis* failed to live up to expectations, leaving the market open to attack. They either looked very poor and unrealistic or played like a... well, you get the picture. It's an almost foregone conclusion that the Codies' game will make heads swing like pendulums.

PREVIEW

SEGA PRO MEGA DRIVE

Ryan Giggs' CHAMPIONS

So what is it that has turned most of the world, and all of the UK, into football junkies? We just can't get enough of it can we, so where better to practice your dribbling, passing and shooting skills than in the comfort of your own home? The FA Cup has caused its fair share of TV related arguments, so now here's something new to chip away your house-mates' tolerance level with another football game for the Mega Drive... Jason Johnson reports on the latest title from the top software publisher that bought you *Mortal Kombat* and *NBA Jam*.

MULTI-PLAYING?

The majority of sports games in development are using one of the new four-way play adapters to add the thrill of simultaneous multi-player competition. *Ryan Giggs' Champions* doesn't (at the moment anyway) offer this option, but it may be included at a later date. Alternatively, one and two-player action is just waiting for eager footy fans to have a bash.

It's all go as Ryan Giggs entices the goalie into leaving his line so he can knock it into the back of the net.

Radar, score and sound can all be toggled at any time. Press START and this screen appears to give you maximum control.

Animated sequences of players juggling the ball etc. will appear in this box, but at the moment it just shows the 32 teams and their stats.

CHAMPION OF CHAMPIONS?

Football simulations are generally much of a muchness with either a side-on or overhead viewing angle, sticky boots or minimal ball control and league or world class teams. *Ryan Giggs' Champions* surprisingly, doesn't feature league teams but a range of world contenders, including GBR!?. Standard eight-way shooting and passing techniques, manual or CPU controlled goal keepers and the essential replay system are all included. As you can see from the screenshots the game is viewed from an overhead, side-on angle (!) with the players at a slight slant on the field.

WHAT WAS THAT, REF?

A) KICK OFF

At the start of every half there is a kick-off. The first one is decided by the toss of a coin, the second possession falling to the opposing team. When you flip a coin, if you win you're given the chance to shoot either left or right. I hope all that's clear enough for you.

B) GOAL

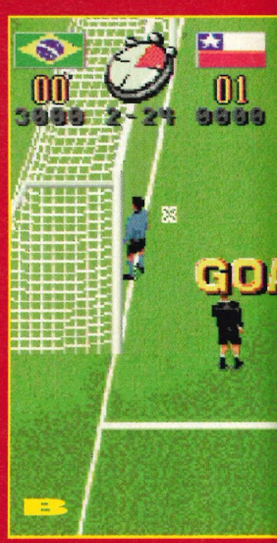
Knock the ball into the back of the net and the scorer will jump around the pitch, playing to the crowd and begging the manager for a few extra quid. Funnily enough this always happens in the office when James scores at *FIFA*...

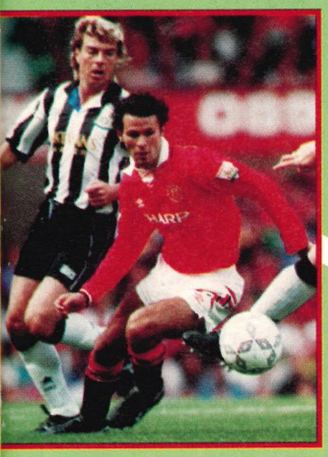
C) THROW IN

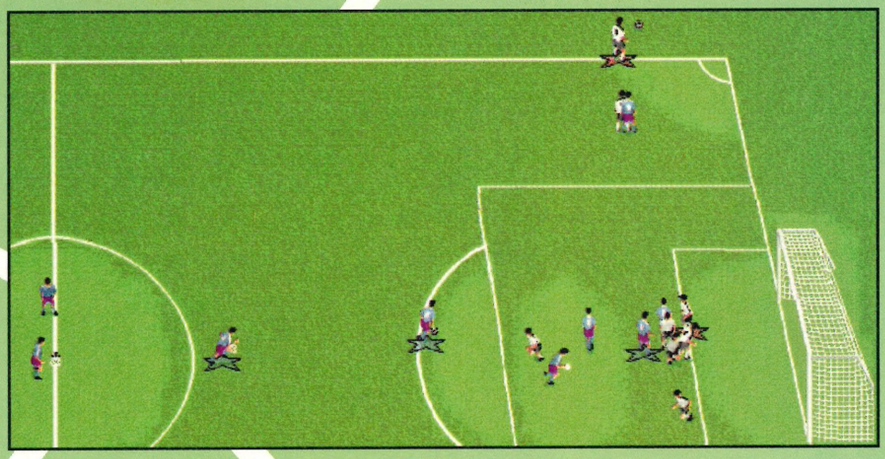
One of the players gazes up into the crowd waiting for the ball to be returned.

D) TRIPPING

Not a good idea if you intend to reach the finals. More often than not you'll find one or two players losing their places in the next round. Dirty play doesn't always take you all the way... but then again taking someone's legs away is always a good crack (or crunch).







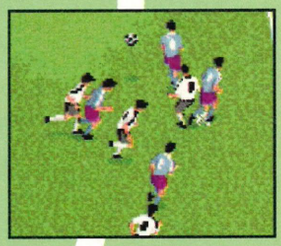
AT THE END OF THE DAY

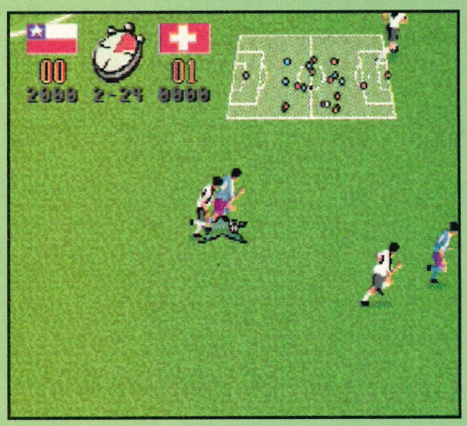
Before commenting on *Ryan Giggs' Champions* I must stress that at the time of viewing the game was only 50% complete. Even at this early stage it did look rather good with large player sprites and clean presentation screens. The pitch view is a little strange and it resembled another recently released footy game, so the final results will be very interesting. Background music and in particular crowd sound FX are very realistic so a 'live', atmospheric feeling can be recreated for all us footballing junkies – and that's certainly good news.

THEM ALL TO BEAT

There is only one *FIFA International Soccer* and it will be a mountainous game for any software company to climb and conquer. The other greats include *J. League Pro Striker* and the recent *Sensible Soccer*. Football games in the pipeline like *Kick Off 3* and *World Cup Soccer* will pose a threat to Acclaim's new title, and with USA '94 fast approaching the competition is sure to hot up as the football frenzy burns the world's satellite systems into extra time.

Not only can you choose one of four formations, but you have the choice of manual, semi-manual and automatic goal keeper control.

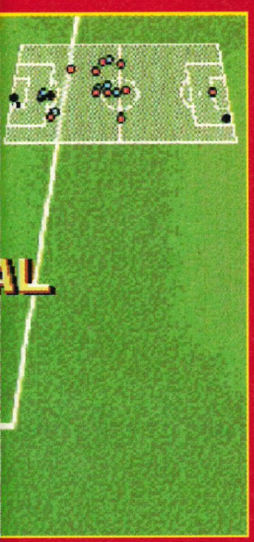


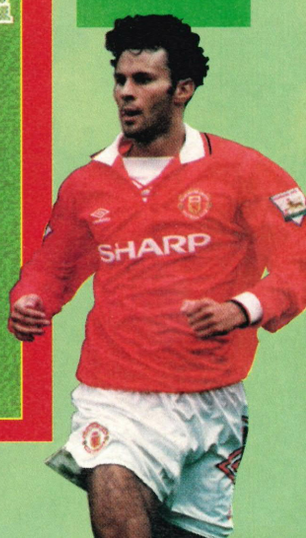


And here we have Ryan Giggs on the break with Ryan Giggs to his left and Ryan Giggs to his right and... oh, I give up!

STOP PRESS

AT THE TIME OF GOING TO PRESS IT HAS JUST BEEN ANNOUNCED THAT RYAN GIGGS' CHAMPIONS HAS BEEN RE-NAMED CHAMPIONS WORLD CLASS SOCCER.





PREVIEW SEGA PRO MEGA CD

DEXTER – the hero

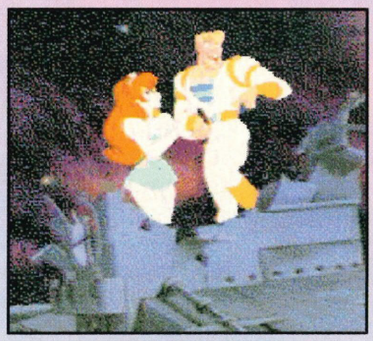
KIMMY – the heroine

BORF – the baddie

SPACE ACE

After the world exclusive coverage of *Dragon's Lair* on the Mega-CD, SegaPro now proudly reveals ReadySoft Incorporated's latest venture, *Space Ace*. Located in the currently freezing cold, central Canadaian location of Ontario. Jason Johnson dons his moonboots and treks into the frozen wastelands to discover what the dragon masters aim to produce with their ace sequel.

1ST WORLD EXCLUSIVE!



Dexter practices his macho cheesy grin pose as Borf patiently waits for the right moment to... BLAST HIM!

THE STORY SO FAR...

Continuing the cast of a passionate hero and the beautiful princess, *Space Ace* is basically a love story along the lines of Robin Hood. Admittedly, it's all set in the future and you're zooming around on flying saucers, but the bottom line spells love, danger and adventure. Borf is the nasty guy and you, as Space Ace, must defeat him and rescue the princess (as well as destroying the In-fanto Ray). More equally "bad dudes" and numerous weird aliens will attack you throughout the adventure and this is sure to be another showpiece game.

Dexter and Kimmy argue at great length over whose going to make dinner when they get home, just for that extra touch of realism in what is after all a game about love. (Erm.)

"Unlike *Dragon's Lair* we've used straight digitising from LaserDisc onto Exabyte tapes and the quality is fantastic! Brighter and crisper than *Dragon's Lair* – the best graphics on the Mega-CD ever!"

Norice Millen, Graphics Artist

"The graphics are going to be amazing! And everyone will be surprised at how excellent *Space Ace* is. Keep tuned into SegaPro for the World Exclusive review!"

June Brown, Marketing

THE COMPETITION

AMERICAN LASER GAMES

After reading recent issues of SegaPro you'll be more than clued-up on the ReadySoft Incorporation and their conversions from the dated, but classic LaserDisc games to the Mega-CD. Similarly, you will know about the *Mad Dog McCree* conversions. Will their current arcade prowess give American Laser Games the edge, or can Dirk still do the business whether he's on show or not?

ALL IN A GAME
Check-out the skilfully animated sequences as we take you through a game of *Space Ace*. The finished product will simply be one long adventure – no stages or levels, just non-stop gameplay.

Now this may not look like your average bad guy, but he is. Borf is constantly chasing Ace in this real Tom and Jerry style madcap all-action adventure.

READYSOFT
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COMPLETION

1ST IMPRESSIONS

Having played *Dragon's Lair* from start to finish, first impressions are equally enthusiastic as *Space Ace* looks decidedly groovy. The music is coin-op perfect and the graphics (as you can see) are jaw-droppingly fandabidosy. So how about the gameplay? Well if it's anything like the arcade version this too will be outstanding and is sure to sell-out just like *Dragon's Lair*. And is it tough? Well, you'll have to wait and see until next month's World Exclusive review. See you there.

Yes she is a babe, but she's not quite as cute as the princess from *Dragon's Lair*. What do you think? (no postcards please!)

Oh no, here comes the fat and 'orrible Borf on his space age jet-ski. Will Space ever be able to shake off this villain?

Space Ace has an annoying habit of occasionally provoking explosions and other dangerous mishaps. This is just one such example.

If ever there was a caption that deserved a rude, dirty or male chauvinist comment, this has to be it. SEGAPRO censorship banned me from making any comment on Kimmy's attractive chest glands and so therefore I won't. What was that Nick?

This is what happens if you mess around with Borf and his incredibly powerful In-Fanto ray. Dexter shrinks in size, just as he's imprisoned inside a world of Hubba Bubba.

COMPO

SEGA PRO

WIN

WIN! TENGEN GOODIES

Hurrah for Tengen! Not only are they the creators of marvellous games like *Dragon's Revenge*, but they also want to give away some neat prizes to our wondrous readers!

Yep, if you've fancied getting your hands on a Sega Master System recently, this is the place to come to because Tengen have one to give away to a lucky person! And better than that, they've also got a few copies of *PGA Tour Golf* for the Master System to hand out as well!

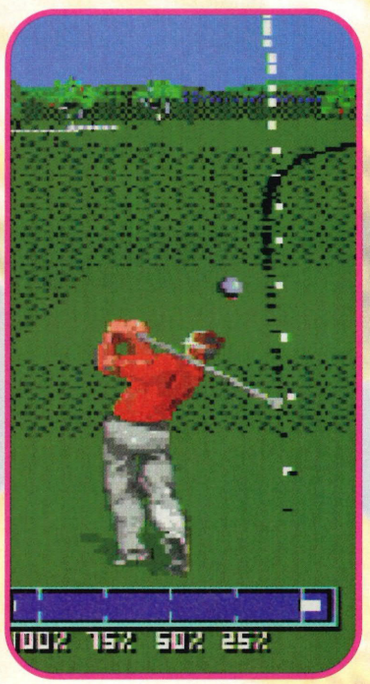
Right, to have a chance of winning these prizes, all you need to do is answer the following really easy questions...

THE QUESTIONS:

(1) How many players have won the golfing 'Grand Slam' of the four major tournaments in a year?

(2) Jack Nicklaus has a very lucrative second job. Is it (a) a window cleaner (b) commentator or (c) golf course designer?

(3) What is a birdie?



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The Winner is the first person pulled out of a hat who answers the questions to the satisfaction of the Editor. That is not as ridiculous as it sounds. No correspondence will be entered into. The Editor's decision is final. Only seven figure sum bribes accepted.

The winner will win a Master System, a copy of *PGA Tour Golf* and a Tengen T-Shirt. Two runners-up will each win a copy of *PGA Tour Golf* and a Tengen T-Shirt. The remaining seven runners-up win Tengen T-Shirts. Good luck!

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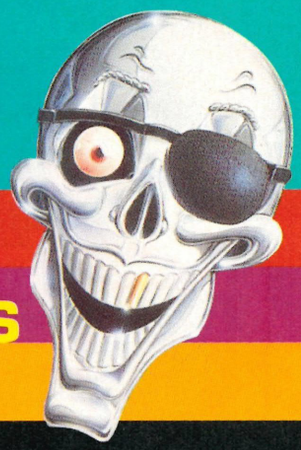

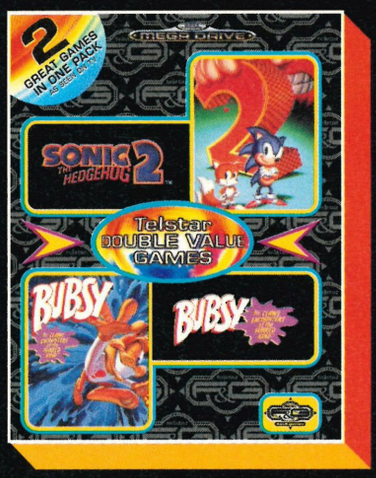

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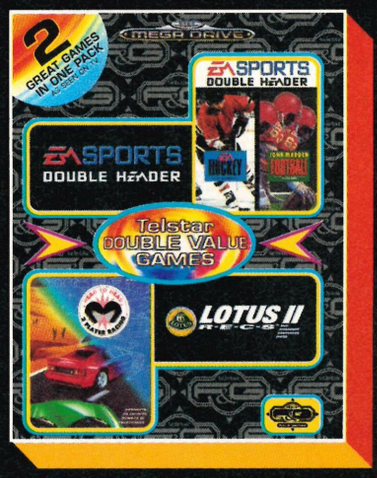

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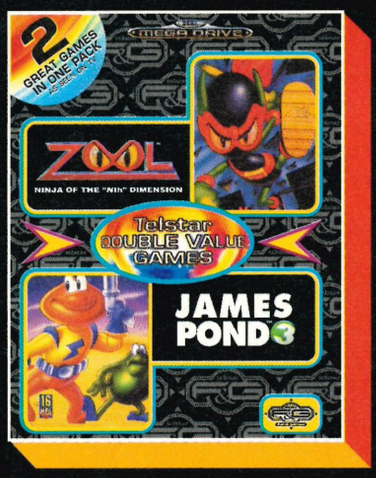

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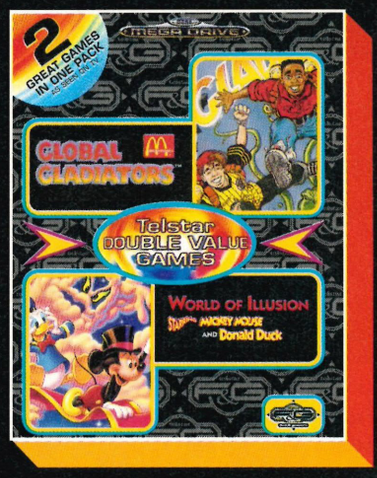

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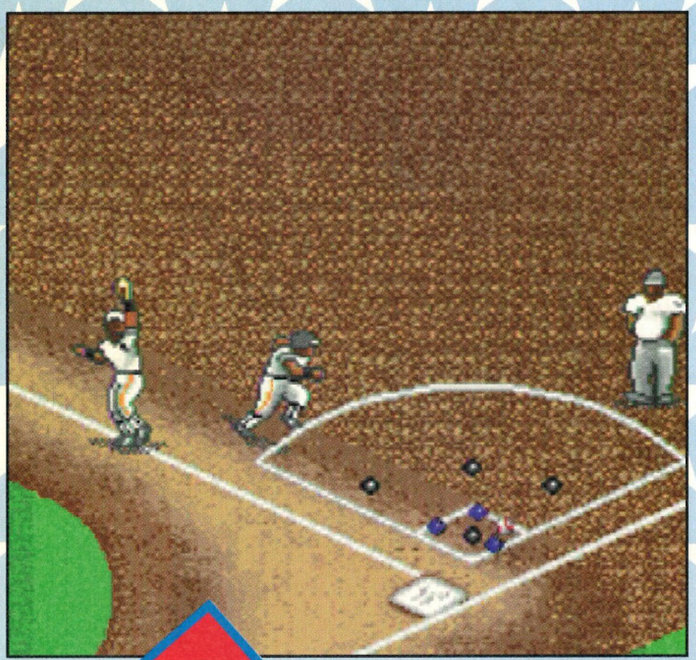
PREVIEW

MEGA DRIVE

ALL IN A GAME

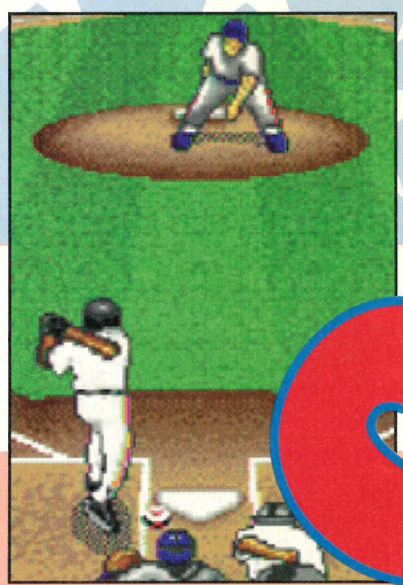
RBI Baseball comes in a 16Mbit cart and features, er, well, lots of baseball stuff really. Fast and slow balls can be bowled easily and spin can be achieved with a soccer-like aftertouch feature. There aren't any difficulty settings but there's a whole range of options you can use to adjust the gameplay.

If you were a fan of _RBI Baseball '93_, the time has come to celebrate, because _RBI '94_ has arrived courtesy of Tengen. With the market under-represented in the baseball area, there's a good chance that this will be a sports sim that everyone will want to get hold of. Nick Merritt put on his favourite glove and went to dig around this new release...

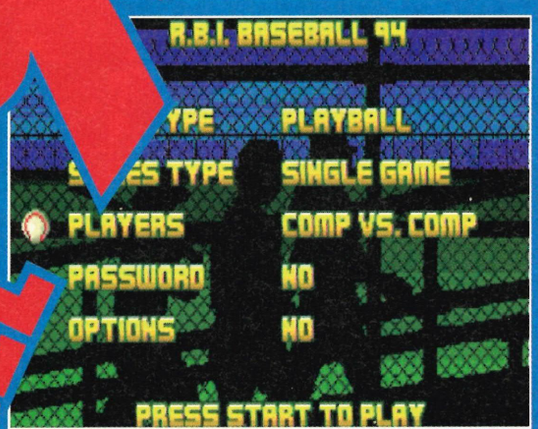


At least one player is attempting to make a meal of catching a perfectly easy ball.

The outfield players tend to indulge in ridiculous catches and so on if you don't discourage them by smacking the ball out of the stadium. This is known as 'good sportsmanship'.

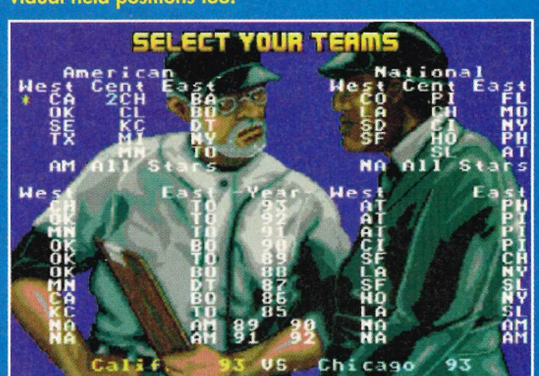


R.B.I. BASEBALL 94



Many of the in-game options can be set here. Some of the most interesting include the random error facility and the computer-assisted fielding.

After all those tricky decisions, it's time to move on to team selection. If you haven't selected the Dream Team facility, it's up to you to choose a side from the list given. Better than that, you can select certain players for individual field positions too.



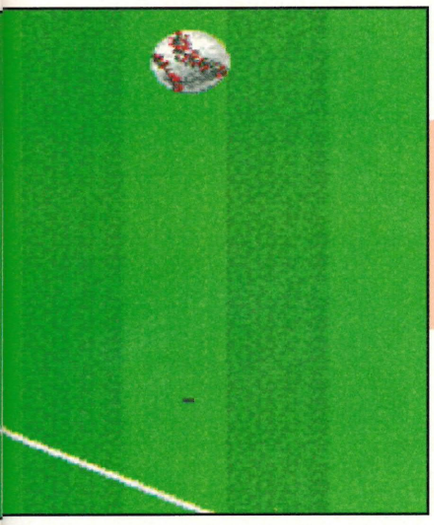
RBI _Baseball '94_ is groaning under the weight of the numerous options available to the committed player, beginning with altering the player type; human against human, human against computer and so on through all the permutations.

You can also set up options for normal nine inning games, Home Run Derby where you attempt to slug as many home runs as you can and Game Breakers which allows you to put yourself in any one of 17 white knuckle game situations (like being behind by a home run, the only one left to bat, with the coach dropping dead from a heart attack and suddenly being struck with blindness – in the final innings of the World Series!).

Other options allow you to create your own Dream Teams, look over rivals' stadia, practice your defensive and base-running skills, choose the series type (from a single game to a set of 162) and set defence modes (computer assisted, where the Mega Drive moves players off the screen towards the ball, Manual and completely Automatic).

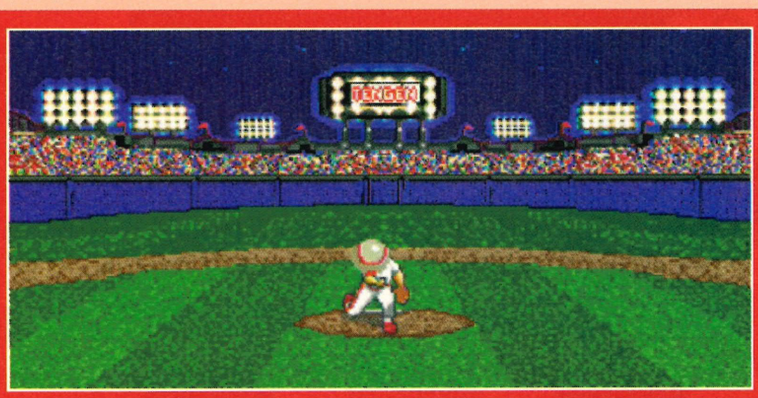
The game also gives you the chance to include the realistic option of random errors (what's this, sharks swimming onto the field?), or include movies in the top left and right of the screen, or a range of crazyball sound effects.

The varieties of spin and direction you can put on the ball when pitching can often cause the ball to be hit rather high. Still, it gives great opportunities for some spectacular catches.

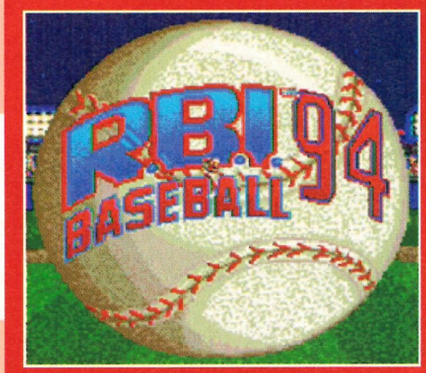


When your choices have been made, the Mega Drive gives you one quick reminder as to who you're playing then it's on with the action!

OPTIONS, OPTIONS



The game starts with a burly baseball player kindly throwing a ball in your face.



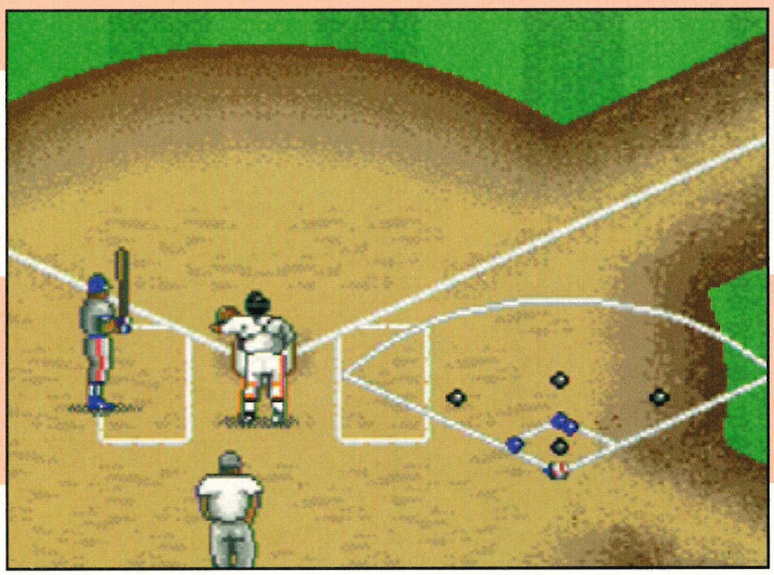
It expands to fill the whole screen, and turns into a title shot for the game.

But before you can get on with the action, you have the official MLBPA logo to deal with. Yes, this game is an official licence!

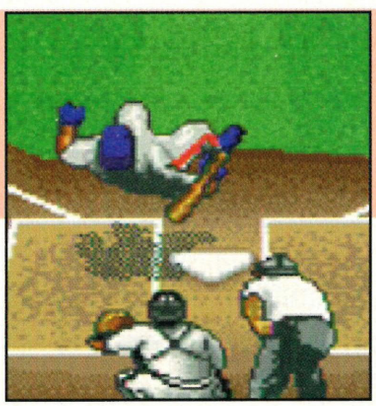
BEHIND THE SCENES

Baseball is America's favourite sport and has been since before the Second World War. The idea is to hit the ball sufficiently far to allow you to run, Rounders-like, around a series of bases before the ball is thrown back to put you out of the game. You are able to stop at the bases on the way but each one is guarded and if the ball gets to the guard before you do – you're out!

RBI Baseball is fantastically popular in the USA, selling a steady 250,000 copies a year and although it hasn't taken off to such a large extent in the UK, plans are afoot to raise Baseball's profile over here. Watch this space – it worked for Basketball and American Footy!



The sorry story is written for all to see. Maybe this isn't a game for Englishmen after all.



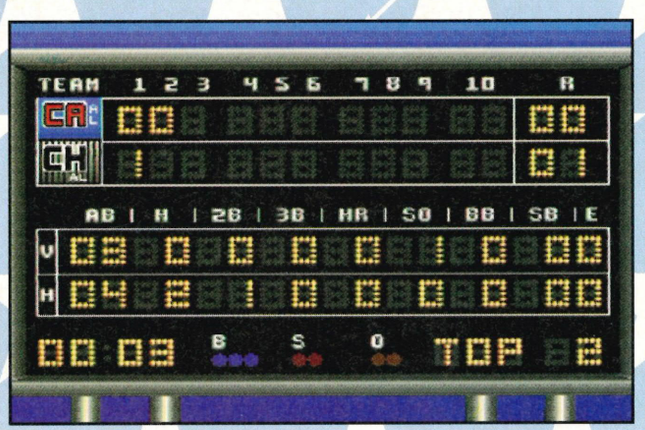
The yanks will get into a Mexican Wave over any darned thing, like the home team winning.

Safe at last. Time to wait until the next person goes into bat. I should move off this one automatically.

When you're running around the bases, the scene switches to an overhead view so you can see where you're going.

MAJOR LEAGUE BASEBALL PLAYERS

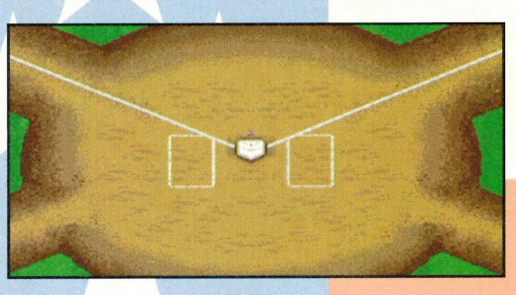
R.B.I. 94 BASEBALL



Watch out, at the end of the game you have to put up with the humiliation of seeing your scorecard!

TWO PLAYER OPTION

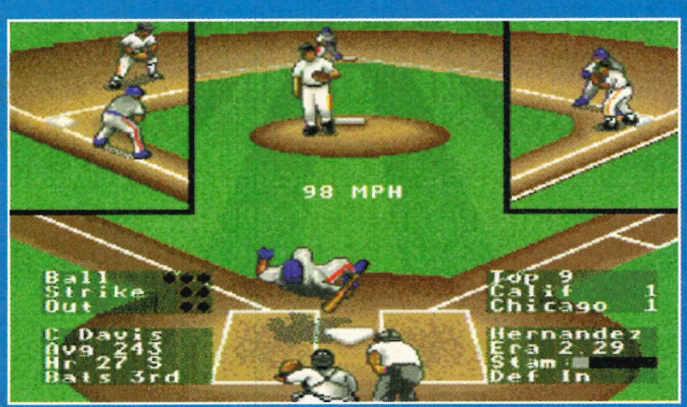
Firstly, forget about playing this in single player mode. Although it's still a good game in this setting the fun really starts when you shove another joy-pad in the Mega Drive and start whacking you friend's balls all over the place... or whatever turns you on. One player stars as the pitcher, the other as the batsman and so a competitive nightmare begins.



ANIMATION ANTICS

The batsman has been decently animated with some nice touches before he goes into bat. He also has a nasty tendency to gob on the pitch at random times although we weren't able to catch this grotesque event on paper!

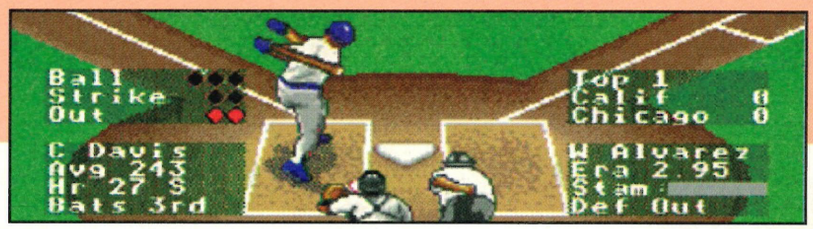
The batsman waits expectantly for the first ball to be hurled in his direction. He wonders: "Shall I call the shots?"



Ouch. Scratch that home run, I've been deliberately hit by the bowler! The cad!

And so a fight breaks out on the bench. There are penalties to be paid if the bowler does it too often!

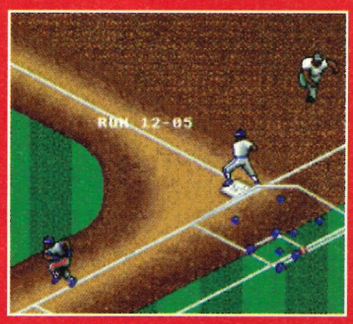
When the ball is bowled at you by the Pitcher (Rutger Hauer in a baseball movie?), the small array of lights to the left of the screen lets you know the progress of the pitching. As you can see, I'm running out of chances to get it right. Ah well, there's always the journey home to look forward to.



THE COMPETITION

2020 BASEBALL
We checked this out in issue #24 on the Mega Drive. It's more of a futuristic game with steel balls and as Jason said, "large breasts." Well, there you go. It does all tend to get a tad repetitive though.

TONY LA RUSSA BASEBALL
This was reviewed in issue #27. It's very accurate with loads of statistics but it was all a bit American for our liking.



RBI SERIES
These have been reviewed in issues #14 and #24. The new game has enhanced graphics and is faster.

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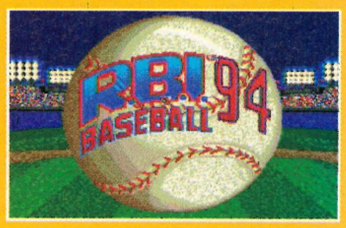


COMPLETION

100%

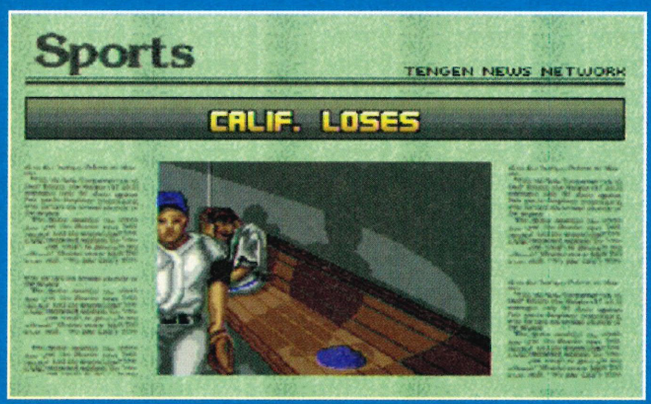
1ST IMPRESSIONS

If baseball is your game you can be sure that this will fill a gap in your collection. There is plenty of gameplay and no shortage of neat details like people spitting on the ground and so on. However, as is the case with most sports sequels, you've got to decide if the addition of a few details warrants upgrading and laying out the money. There'll be a full review of *RBI '94* in the next issue!

The Coach kindly signals his star batsman (me, of course) on how to stuff the opposing team in a brutal manner.

Poetry in motion as my eagle eye follows my oak bat as it hits the ball. How have I done? Erm...

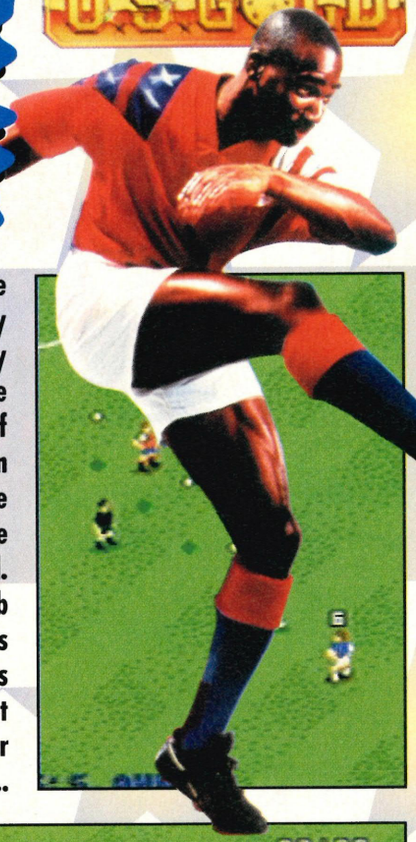
This is more like it. Let's get the opposition running about a bit in retaliation for those evil strikes.



Oh dear. After my valiant efforts at winning the game, my team has to go home in disgrace.

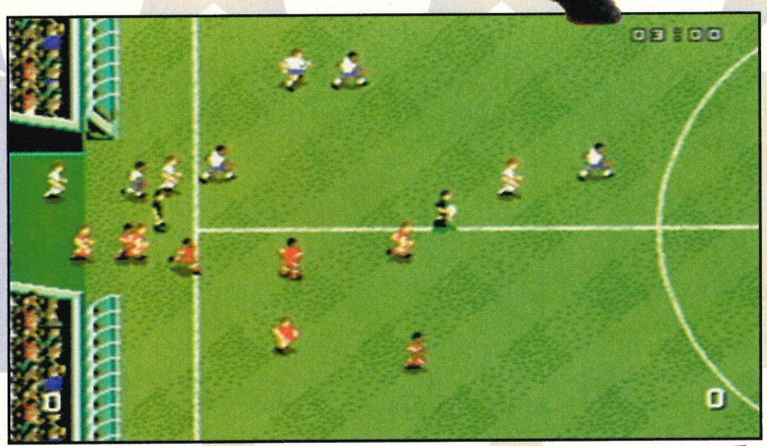
U.S. GOLD U.S. GOLD U.S. GOLD

World Cup USA 94



US Gold have been around since the early '80s, having originally started as a games label by importing the best of the American titles at that time. Of course, things have moved on now and they're now part of the largest games distributor in the UK as well.

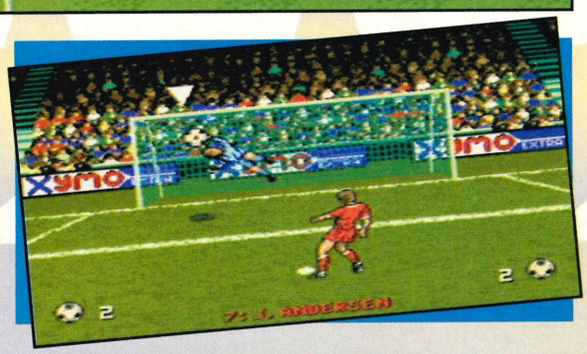
US Gold have managed to nab several potentially nifty licences recently so Nick has rolled up his sleeves and taken a look at just what it is they have lined up for us over the coming few months...



Striker, the World Cup football mascot, pretends to be good at the game. Well, he's better at it than England are!

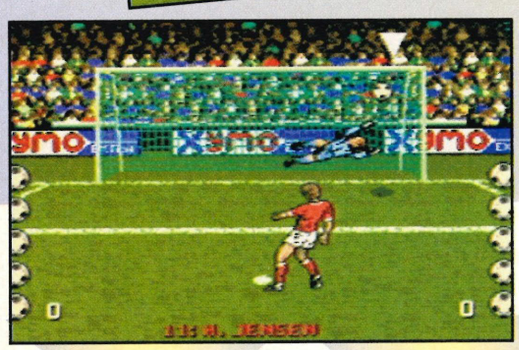
US Gold are rather pleased with themselves at the moment because they've bagged the licence for the biggest sporting event on the planet – the World Cup. And funnily enough, they're not even that bothered that England aren't in it anymore! To prove it, the game is stuffed full of the FIFA World Cup mascot, a little dog called Striker.

He introduces you to the game and will introduce you to the real thing when it finally gets going in America later this year.



Whoops, it's Penalty time (it wasn't my fault, Ref!). To bang the ball into the net, line up the white pointer (shown in the top left of the goalposts) and knock that wretched ball away!

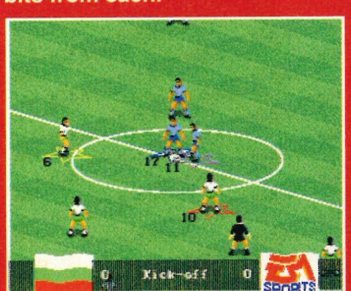
PENALTIES



A running total of the number of successful strikes is displayed down the left and right sides of the screen. Just ensure I don't get Stuart Pearce!

COMPARISON

Well, the two obvious contenders are *Sensi Soccer* and *FIFA International*. An early play of World Cup shows that this is going to stack up well against both titles, with neat graphics and a good spread of gameplay options. The sprites are a little smaller than *FIFA's* although larger than *Sensi's*. Finally, the view is from above, which is similar to *Sensi*. Essentially, the programming team have looked at all the best Soccer games around (although they didn't notice *Pro-Striker*) and have tried to pick out the best bits from each.



U.S. GOLD U.S. GOLD U.S. GOLD U.S. GOLD

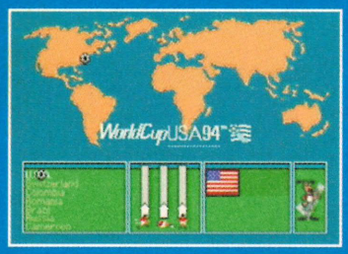
ALL IN A GAME

World Cup is being released across all Sega formats in April, with the Mega Drive being 8Mbit in size, the Master System 4Mbit and the Game Gear 4Mbit. The game will provide 3 competition levels, with Club, National and World Cup settings.

There's a large degree of customisation available, from pitch options, to formation editing, team selection and official matches or friendlies.

When the World Cup option is played, there's a choice of 24 teams and 8 languages (US Gold have their eyes on the export market). Other options are easily adjustable, from the length of a game, to the ball speed, ball glue factor, radar display and all the usual stuff.

There's a vast array of options in *World Cup*, from team selection and country selection and the usual stuff.



Most of the world's countries are represented, so there's no excuse for a bit of non-patriotism.

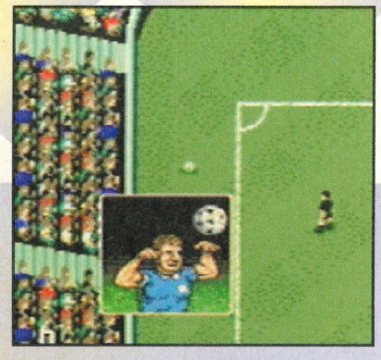
ANIMATION AND SOUND

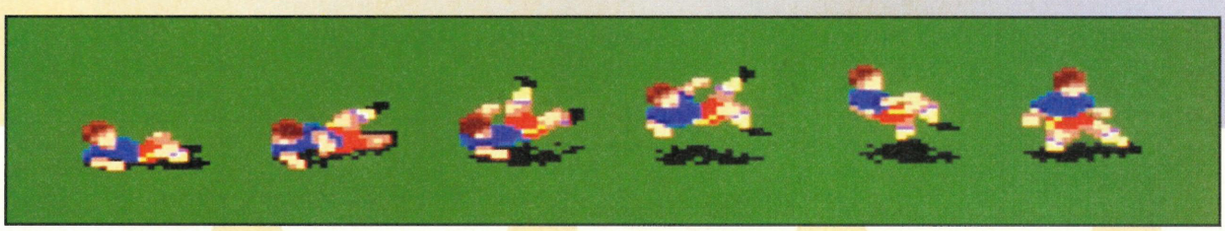
World Cup Football contains some 3000 frames of animation and has the unusual option of allowing the game to be played in 32 or 40 column mode. This has the effect of altering the sharpness of the graphics – and it doesn't seem to affect the speed of the gameplay.

The usual touches abound, from little yellow numbers that pop up above yellow-carded players to crowd chants, banging drums and some team-specific sound FX. In fact, the programmers, Tiertex, did the *Kick Off* conversion and have been working on this for 12-18 months.

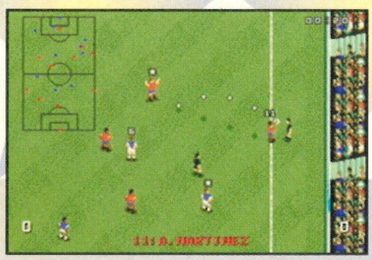
You can alter the path of the ball in dead ball situations with the directional indicator, shown here by the series of white dots curving towards the middle of the pitch. Nice and easy!

Throw ins can be taken easily, and there a neat touches to show you what's going on.





This is a pass-based sim so of course close marking is desirable at all times!



Setpiece formations can be edited at the start of the game (subs can also be made when the game is paused).

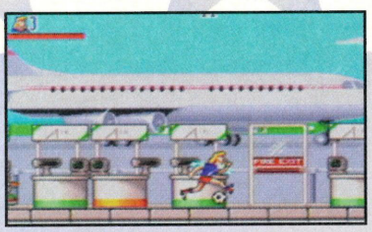
MULTI-PLAYER OPTIONS

World Cup is being programmed to work with one, two or four players (as it standard with most sports games now) and will be compatible with both Sega's and Electronic Arts's four player adaptors – if you play the Mega Drive or Mega-CD versions. The Game Gear version will be equipped with a two player link-up but poor old Master System owners will have to make do with just single player.

U.S. GOLD U.S. GOLD U.S. GOLD

HURRICANES

In another licence coup, US Gold have nabbed the game based on the characters featuring in the *Hurricanes* TV cartoon series by DIC and Scottish TV. The story goes that the Hurricanes have been challenged by their arch-enemy – Stavros Garkos – to a game of football on his island against his team, the Gorgons. If the Hurricanes win, $100,000 will be given to charity, but if they lose their winning aura will fade fast!



ALL IN A GAME

Hurricanes will be a 16Mbit cart on the Mega Drive and 4Mbit on the Game Gear in May. The game takes place across five levels (representing episodes from the travels of the Hurricanes) and the idea is to select four players from the Hurricanes' team.

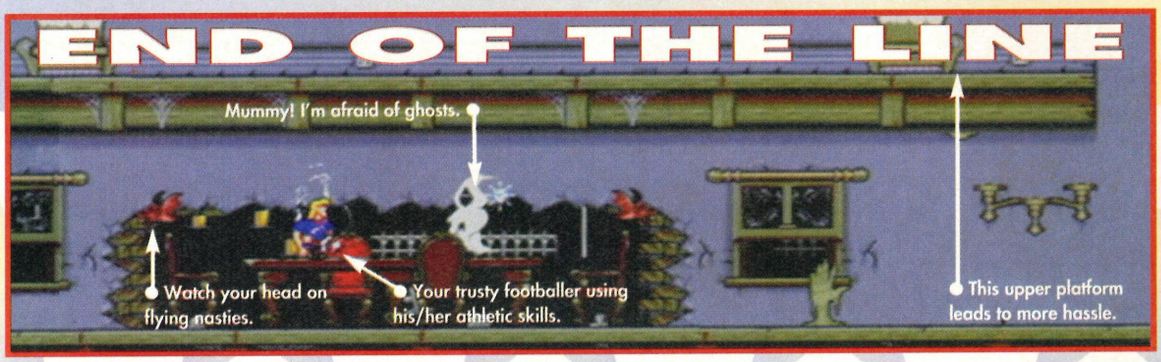
The main objective is to reach the final footy match with Garkos's team, the Gorgons. On the way to the big confrontation, you'll have to solve puzzles, escape enemies and traps as you traverse each episode.

Each Hurricane has a number of footballs at their disposal – these represent lives – and kicking the ball at enemies will kill them. However, if a ball gets punctured, the player will lose a life.

A variety of nasties will roll out to attack you and generally get in your way. Use your football to take them out.

Get down and dirty with a quick traipse around the nastier parts of the footballing world. 'Foul' is the word!

END OF THE LINE



Equally marvellous. Now I'm supposed to deal with this fat geezer with the gun (Sigh).

THE LEVELS

EPISODE 1 – The idea is to catch your plane for the journey to Garkos's island. But the Gorgons have sabotaged the fuel tanks so you must guide the Hurricanes to the plane as quickly as possible before it taxis to a halt.

EPISODE 2 – The plane runs out of fuel and has to make an emergency landing in a jungle clearing.

EPISODE 3 – The Hurricanes reach an Old Mining Town, where they have to find a telephone – but it's been disconnected by the Gorgons. So it's time to nip off and find it!

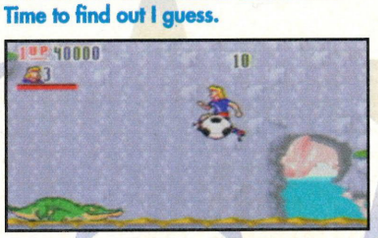
EPISODE 4 – Finally, the Hurricanes touch down at the airport on Garkos's island.

EPISODE 5 – Now that you've reached the stadium, you need to find your way onto the pitch!

TWO PLAYER OPTION

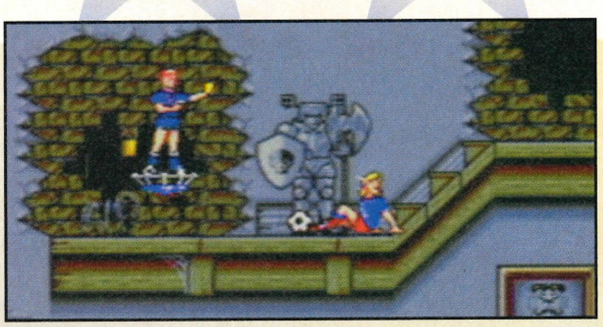
There's a one or two player simultaneous option across all versions being released.

Watch out for the Saloon in Episode 3! Who knows what nasties lurk within? Time to find out I guess.



Marvellous. Somehow I'm supposed to get past this wretched croc. What a life.

Whoops! This nasty ref individual has given me a yellow card! We know a football song about that, don't we...



COMPARISON

At the moment, there's only one real competitor and that's *Marko's Magic Football* from Domark. Graphically and animation-wise, *Marko* is superior but ultimately the gameplay won't be the same as player objectives differ. It's going to be an interesting battle!

U.S. GOLD U.S. GOLD U.S. GOLD U.S. GOLD

THE INCREDIBLE HULK

ALL IN A GAME

The Hulk is an arcade platform beat-'em-up, set over five levels and crammed into a 16Mbit cart on the Mega Drive. The Master System and Game Gear versions are appearing in 4Mbit form.

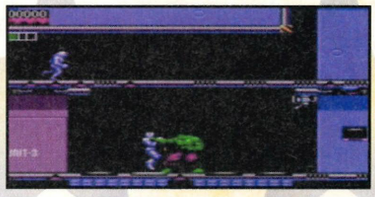
Unfortunately, it's only for one player but there are three difficulty levels. Either way, it's going to be available in June.

The story is that The Leader has decided to return to Earth. However, he knows he's not going to get anywhere so long as the Hulk is around, so he enlists the help of Hulkster's four deadliest foes – Tyranus, Absorbing Man, The Abomination and The Rhino.

The Leader is incredibly vain and you'll notice statues of him all over the place throughout the game.

Some of your favourite baddies have made a date to tangle with the Hulkster.

He's incredible, he's the Hulk. And potentially he's US Gold's biggest licence of all! As anyone with the merest connection to civilisation must know, the Hulk was one of Marvel Comics' most popular characters. Scientist Bruce Banner was exposed to huge doses of Gamma radiation when caught in the middle of an nuclear test (saving someone's life). The physiological changes turned him into the Hulk when he got angry – and he's rampaging onto the Mega Drive in June!



US GOLD
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OUT: SUM

1ST IMPRESSIONS

US Gold have a decent set of titles due up for release over the next few months, but we'll have to wait and see if they're the sort of licences that are going to sell well.

Certainly, they've hired some good names to work on the stuff, with *The Hulk* and *World Cup Football* in particular, but it'll be interesting to see whether they're going to be original enough for a crowded market. There'll be more on these titles in the upcoming months...

THE LEVELS

URBAN CITYSCAPE – Banner has been captured by The Abomination, so he turns into the Hulk and attacks the Leader's troops in a city centre.

INDUSTRIAL COMPLEX – Hulk's foes are the robots busily constructing the complex.

TYRANUS'S LABYRINTH – The Hulk lands in a deserted forest glade. The ground gives away and he suddenly ends up in Tyranus's pad.

THE LEADER'S FORTRESS – It's time to do battle with the big guy himself – but you'll have to get through his defence systems first!

THE LEADER'S FORTRESS INTERIOR – It's the Final Battle!

The jolly green giant gets about by jumping on platforms or running into enemies for a quick kill.

These Roman centurians-type fellows don't put up much of a resistance when attacked with a bit of panache. Use your punches mercilessly.

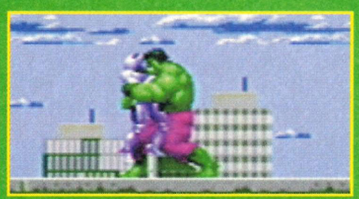
PROBING BEHIND THE SCENES

It shouldn't come as surprise that the team behind last year's biggest smash, *Mortal Kombat*, are also involved in *The Hulk*. After all, Probe Software know something about putting aggression into pixel form.

They've added a couple of roles for the gamesplayer, one of which is the occasional transformation back into Dr. Banner. This allows you to crawl through narrow pipes into Bonus rooms. SP

ATTACK AND DEFENCE

THE HULK HAS SEVERAL METHODS OF DEALING WITH BAD GUYS, INCLUDING THE FOLLOWING:

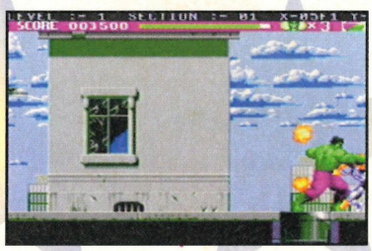


1. STRENGTH – The Hulk is capable of giving fierce bear-hugs.

2. PUNCH – The Hulk delivers terrible punches

3. CHARGE – When in doubt, put those shoulders down..

4. SONIC HANDCLAP – Explode eardrums with a round of applause.

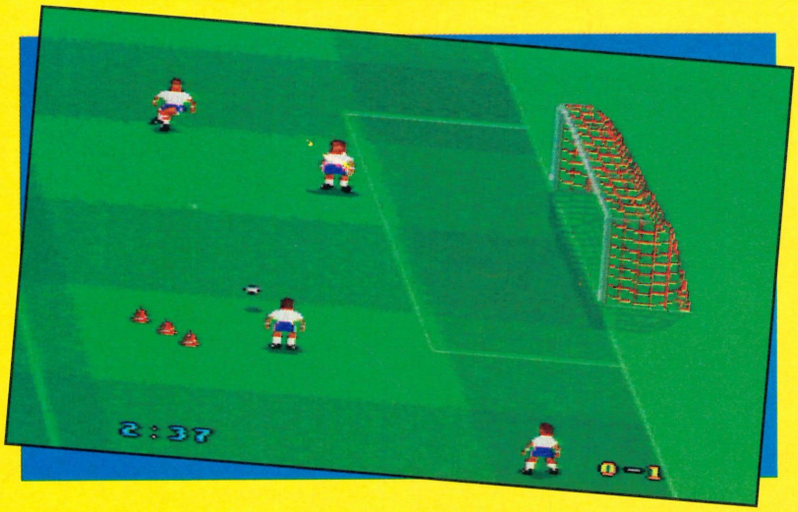


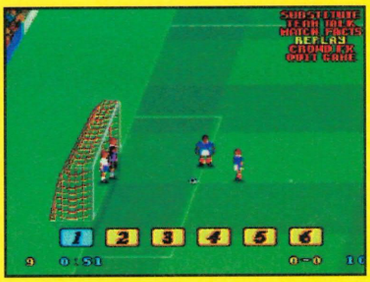
The Hulk lays into a mechinical baddie. Pretty dumb to confront the strongest being in the World!

PREVIEW SEGA PRO MEGA DRIVE

KICK

Yes folks, it's World Cup year and the dawn of the big fight between software houses in producing the greatest game of two-halves. To start the ball rolling for 1994 Imagineer are set to release *Kick Off 3* – a really hot title that could well knock the likes of *Sensible Soccer* and *J-League* out of the Premiership of soccer video games! Mark Hill hangs up his boots and brings out the joypad for a mighty large peek at *Kick Off 3* with all the latest tactics and set-plays it could well revolutionise soccer sims. Is this really going to be a great footy hat-trick?





Right, make a wall along the goal-line lads! The back-pass rule can really put the keeper in a dangerous situation.

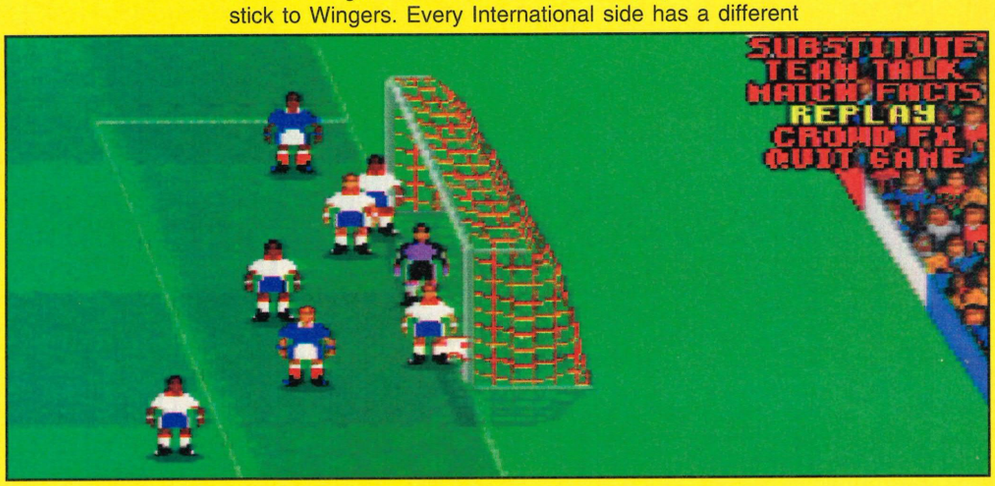
Free-kicks are like corners. Select a style of free-kick to break open the opposition's defence and ram the ball into the net.

A WHOLE NEW BALL GAME

Kick Off 2 on the Amiga set the ball rolling with it's introduction of after-touch, its tricky yet realistic control method and its compatibility with a player-manager title. It was the kind of game that could spark off an inter-office World Cup tournament no problem. This was in 1990 when England were doing the Italian job. Four years on it's another World Cup and another chance to launch a new *Kick Off* as Soccer fever sweeps the globe once again.

So what are the technical improvements over the other two vintage titles? For starters *Kick Off 3* allows many tactical variations and different playing styles in order to defeat the opposition. Set-pieces are perhaps the greatest strategic options. There are no less than thirty different set-play moves for corners and free-kicks alone! The ball travels from player to player en-route for goal but the last man in the passing movement with the responsibility of making the shot count is you!

The pitch scrolls horizontally and vertically to give a wide view with 7-screen width providing maximum play area. With over 2000 frames of animation thrown in as well we could be looking at one hell of a smooth, flowing and very fast game of soccer. The players take the technical side into a new dimension. Of the 11 players with different skills and attributes there's a Playmaker, Sweeper, Libero, Goal Maker, Winger, Target Man, Full Back and Centre Back – just to name a few! Target men are ideal headers of the ball whilst Wingers are the ideal runners for supplying the crosses. Brazil with their skill and flair play with three target men and no Wingers. The Irish leave out the play-makers and stick to Wingers. Every International side has a different



There are a total of six possible ways of playing the corner here. Let you teammates do the passing and you'll be there with the final shot!

Now here's a cross that's actually gone to plan. An accurate diving header sees the ball clearly hit the target.

The keeper is odds-on to make the catch ready to counter-attack.

WHAT'S ON THE MENU?

There are many options in *Kick Off 3.* There's a selection of cup, league and challenge tournaments and a practice mode where players can persevere with set-pieces, penalties and dribbling. The red cones come out and it's up to you to suss the tricky control methods and plant the ball into an empty net! It's likely even an open goal will prove a difficult target. *Kick Off 3* takes time to learn – hence the array of practice options. They are vital if you want to get overhead kicks, volleys, chips, flicks and headers mastered in the 18 yard box!

Many of the other options are standard to any soccer release. There's an arcade (all fouls ignored, the squad pre-selected and injuries turned off) and a simulation where all the rules off the game will be strictly observed.

During a game another options menu can be brought up so players can annoy the opposition by breaking-up the play and deciding to either 'sit-tight' or 'push forward'. There's also a 'team talk' where you do as the boss says, and the chance to see all the match report figures at the touch of a button – great for embarrassing the opposition if you're on-top! All these options are extras. The arcade mode will ensure all settings are default if a quick game is required.

These are all the settings. Select fouls, off-sides, match length and all the usual business here. Play an arcade or simulation game.

Play exhibition, league, cup or a challenge competition. You'll find it very useful using the practice option first though.

The squad in simulation mode is a vital part of you play. Each player has a special area they can play in.

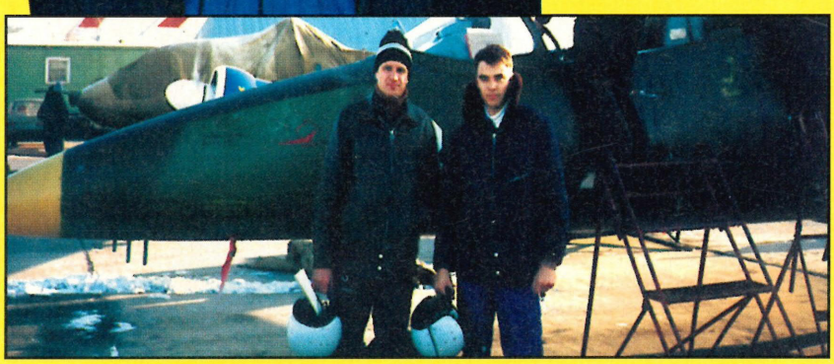
During a game you can order you team to 'sit tight','relax', etc. There's even a team talk that could prove valuable.

BEHIND THE SCENES

Steve Screech, *Kick Off 3*'s programmer

Kick Off 3 was programmed by Steve Screech, a man with vast soccer programming experience. He's already programmed *Kick Off*, *Kick Off 2* and *Kevin Keegan's Player Manager*, so it's a fair bet his fourth title will be an even better improvement over his previous efforts.

Imagineer have also been up to the home of the Magpies – Newcastle United. They secured a deal with Kevin Keegan. His Premier League managerial experience helped the company develop the different International playing styles and off course the basic dramas of soccer games at their highest level. Kevin's advice on tactical play has no doubt been an essential back-bone behind the development of *Kick Off 3.* SP



Here Steve goes for a spin in a jet-fighter. It's not all work, work, work you know...

PREVIEW

SEGA PRO MEGA DRIVE

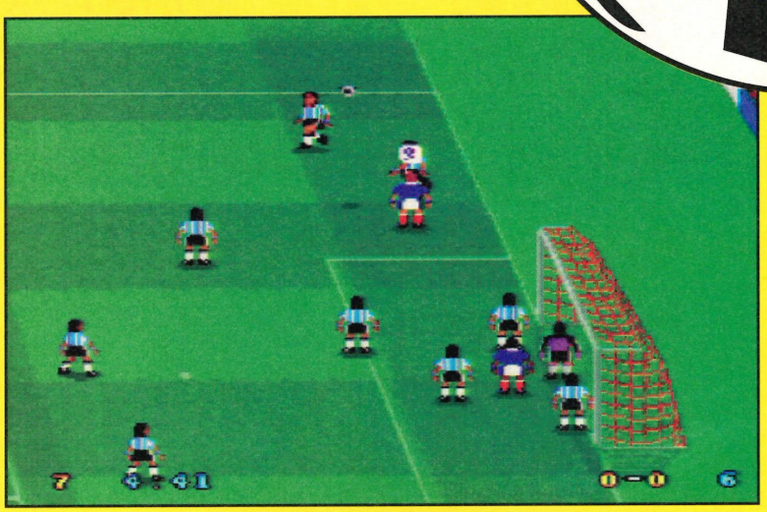
KICK OFF 3

THE BIG GUNS

FIFA, Sensible Soccer, J-League, Goal, World Cup'94, Pelé...the band-wagon of soccer sims goes on. The question is, how will *Kick Off 3* compare? One thing's for sure, *FIFA* is going to be hard to beat this summer. In comparison to *Kick Off 3* though we have to take into account the fact that these two titles play quite differently.

FIFA tends to spoon-feed a player with shots that automatically lock-on to goal and footballs that stick to the feet a lot easier. It's very much arcade fun despite the simulation option. In *Kick Off 3* the ball is not so willing to stick to a sprite and it demands more skill from the player to keep it under control with sharp turns and close dribbling control. Shooting is also very precise. You need to aim the ball carefully at goal otherwise it can easily go out for the throw rather than hit the net! How many times does the ball fly up-field in *FIFA* even if you are trying to thump the ball into row x in the grandstand? And how difficult do you find it to develop a series of short passes or solo runs? *FIFA* is fast, cleverly animated and very exciting but passing is often made up of auto-directed long hoofs up field. Even *Sensible Soccer* allows players to pass quickly and accurately in clever passing triangles better than *FIFA* can!

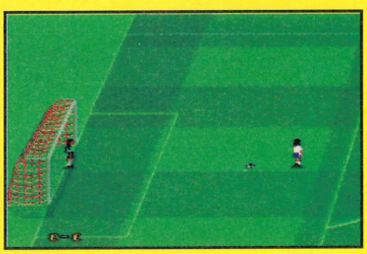
All this raises the question about the long-term interest in *FIFA*. If *Kick Off 3* really does have the tactics and skill enhanced to a degree where players can build up skills and a distinctive playing-style it could have the edge.



You can see the Argentineans have been instructed to sit tight and defend at the back.

No, not an early bath but a throw-in to the Swedish winger. The rest of the field better get their act together and start marking in this area!

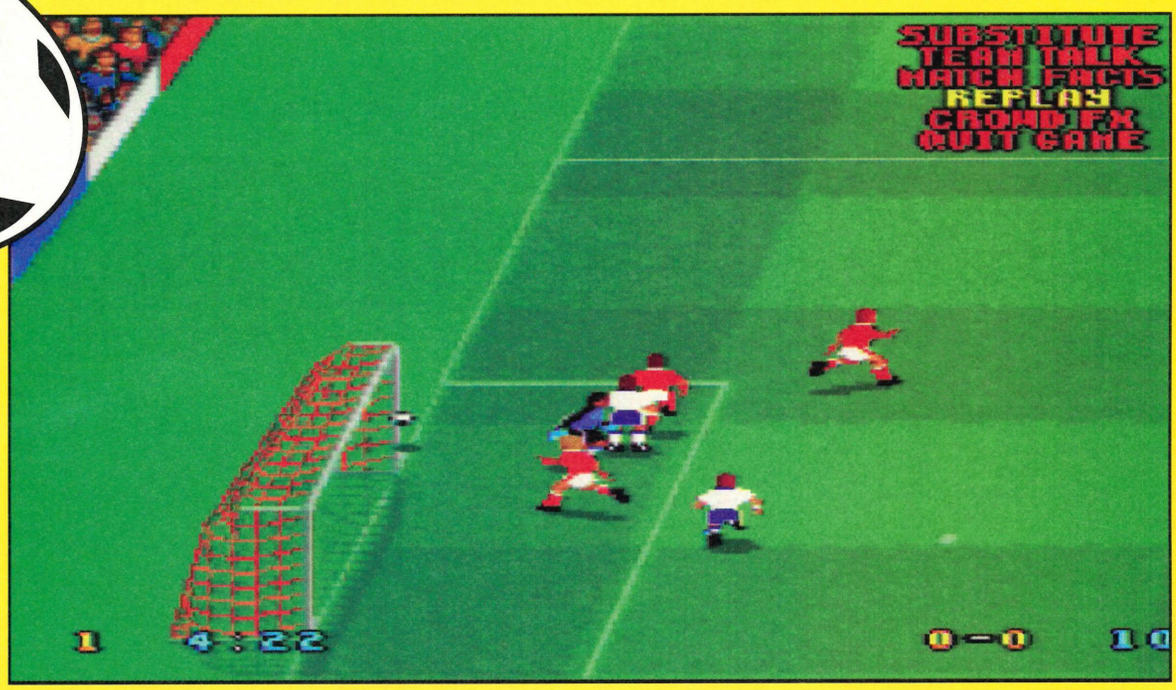
It's a penalty – no doubt about it. The English forward was clearly chopped down in the box.



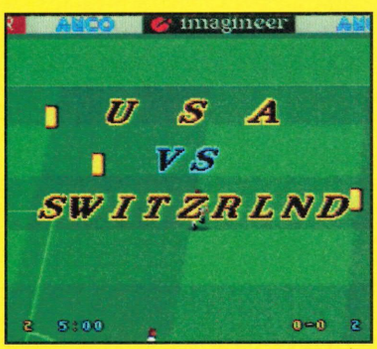
The Englishman steps up to take the kick. Will the keeper guess the right way?

The sprites are fairly small but they do fit in well with the overall pitch size. They have a handful of poses that allow the action-replay to re-live the drama of a spectacular build-up and strike at goal with realistic flair. Players can perform headers, overhead kicks, chest-downs, chips and lobs. This, along with the tactical play. should make the action a real spectacle for bystanders on Saturday afternoon kick-offs!

ONE FOR THE CAMERAS

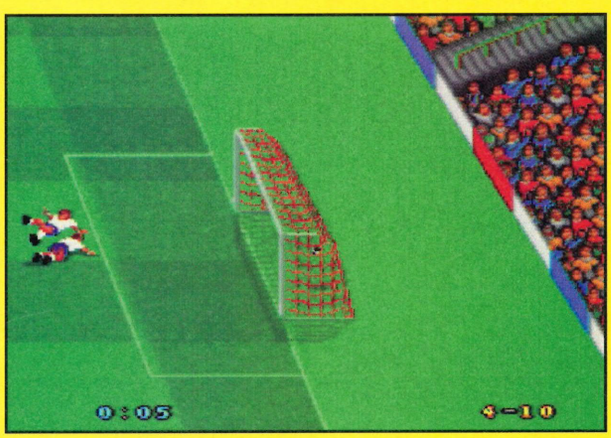


A few seconds later there are suddenly two more Spanish forwards in the box and a goal very much on the cards.

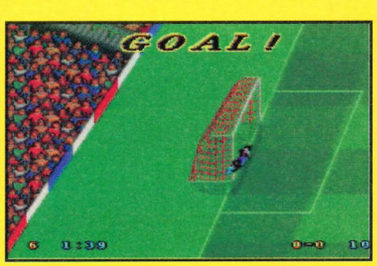


USA vs Switzerland: If you leave the controls alone before , the players will have a knock about as a warm-up!

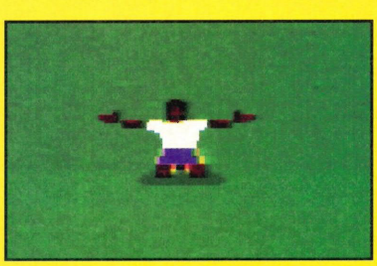
During a training programme an over-head kick is the classic choice for a shot on goal. During a match though it's sure to be a whole lot tougher!



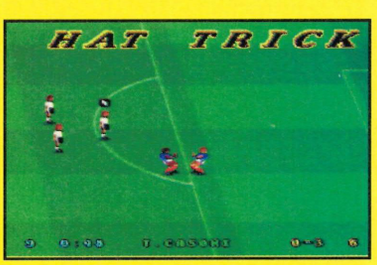
He strikes the ball low and hard towards goal. Gaolie is quick to make a move.



It's there! Goaaaaaaal! The keeper dives to one side as the ball whizzes past and hits the back of the net.



The celebrations begin with the penalty scorere waving to the crowd. 'Hello' he says, to his fans.



The Italians have their own tribal dance when a player scores his hat-trick!

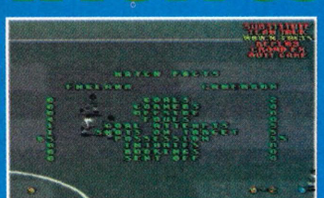
IMAGINEER
£TBA
OUT: MAY

COMPLETION

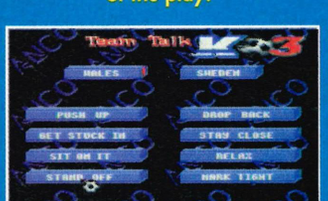
1ST IMPRESSIONS

At the moment *Kick Off 3* is looking very good. There are lots of tactical options that really make a difference on the pitch. You can see the changes in tactical play clearly – making a victory all the more satisfying when you've taken the trouble to fiddle with set-pieces and team-talk options. Combined with a control system that gets easier with practice and a host of international sides each with their own style, this could be a big league contender.

TACTICS



The match report option brings up all the figures so you can gloat at your opponent and let them know just who's had most of the play!



The team talk menu show just the way teams are currently playing in the match. Alter these to suit both yours and your opponent's style of play.

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REVIEW SEGA PRO

SEGA PRO

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HERE'S HOW IT WORKS!

LEVELS: Will be mapped out or special moves explained where possible.

PROSCORES: A break-down of the strong and weak points of each release.

PROVIEW: Second opinions on the game so that everyone gets a say.

RELEASE INFO: All you need to know to be able to track down and buy your copy.

REVIEW SEGA PRO MEGA DRIVE

Fido Dido is someone we'd probably all like to be. He's a thinker who solves problems in unexpected ways. He's non-violent, cool, laid-back and happy. His main claim to fame is a few appearances on the TV. He's appeared in a soft drinks advert and also played the star role of a 'bumper' character used in the transition between Saturday morning cartoon shows and commercial breaks.

Now Fido comes to life after his artist falls asleep at her table. His travels will take him through seven levels – the final one being a well-kept secret. Kaneko have tried to create an unconventional and original game that remains true to 7-Up star Fido. It's good to be cool...

BEFORE & AFTER

BEFORE...
Fido dives from high above the fairground into a large tub (is it full of water or a certain fizzy drink?). This is the way to mix the colours. Here he's just found two more. Lucky he picked up a pair of goggles.

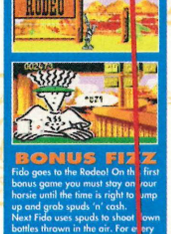
...AFTER
Looking good! The colours mix and suddenly everything is starting to look a lot brighter. Just a few more colours are needed to return the fair to its colourful self – so you can't have a rest yet.

Fido switches on the big fan so the instructions for making a paper aeroplane will be blown onto the floor.

A day at the fairground is right up Fido's street. You see he got there through the postcard, better than an airport!

This is the artist who's fallen asleep much to the delight of Fido. You can see clues to all the levels here.

When Fido finds a pencil he can draw blocks for jumping on.



BONUS FIZZ

Fido goes to the Rodeo! On the first bonus game you must stay on your horsie until the time is right to jump up and grab spuds 'n' cash.

Next Fido uses spuds to shoot down bottles thrown in the air. For every bottle that's shot Fido will receive some dollars.

The final bonus game is Pontoon where you get the chance to gamble your hard earnt cash in the hope of making serious money. Points are the prize sadly.

Fido Dido is like a role model. In his own video game we can imagine the scene before picking up the road: cool, colourful and full of fun.

The adventure begins when Fido's artist falls asleep at her drawing table. When she's asleep (there's a superb static picture of this at the beginning of each level) Fido springs to life and gets sucked into one of the seven possible items on the desk. The first, a pencil holder, is where Fido has to save his sister from flies attracted by the light of the lamp. When he falls through the postcard he enters a real funfair and becomes an artist himself by restoring its colours. From here there's a Mega Drive which Fido finds electrifying inside. Fido must fix the bugs – a bit of the old bug-killer and a solder-pen does the job!

The levels go on in a dinosaur book where bones must be collected to build a T-Rex, and then Fido actually enters the artist's dream it's sharks that give the action some bite – as you can see there's lots of novel stuff here.

I found this game quite enjoyable, if rather frustrating at first. Fido is not the smoothest sprite you'll ever control, but his black and white image is perfect against the colourful world around him. He interacts with many things. On the table-top ruler all the pencils, erasers etc. do various tricks. Pencils can be used to draw blocks for Fido to jump on, sugar lumps attract flies and there's a machine called a 'Points Enhancer' for Fido to work out. Various trap-door icons must be found to unlock sections and a bonus level exists if Fido can find the right door and snap his fingers to open it.

PROtip
ON THE FIRST LEVEL STAND UNDER THE LAMP WHERE THE GIRL IS TRAPPED, DROP A SUGAR CUBE TO ATTRACT FLIES. WHEN ONE OF THEM IS ON THE SUGAR, JUMP ON THE CUBE TO HITCH A RIDE TO THE GIRL.

The funfair – perhaps one of the best levels. Fido restores the black and white scenario to full colour by collecting 12 drops of paint. It's fun working out that he needs the unicycle from the Dodgems tent to ride the wire then using the goggles to dive into the tub below. This mixes the colours and hey presto the fair is washed in colour! It's satisfying to pull off these stunts. Look out for Fido's thought bubbles – these'll give a few clues.

Amidst the pretty 3-D backdrops and cool sprites there is standard platform stuff but the puzzles are satisfying to work out and each level plays differently with its own theme. The walking, sliding and bouncing may be common, but the cool scenario is packed full of fun. One reservation though, is that when the hard work of using Fido's clever-thinking to solve puzzles has paid-off there's little incentive to go through the same steps again. Once you know what to do it all becomes very easy – maybe the game needs more levels or puzzles.

Either way *Fido Dido* oozes quality when if the long-term interest is weak. For really laid-back people this is worth a look and you could feel deprived if this isn't nestling in your collection alongside *Cool Spot*.

Mark "Fizzed" Hill

Sliding down guide ropes is a speedy experience. Look, you've just missed that green blob of colour.

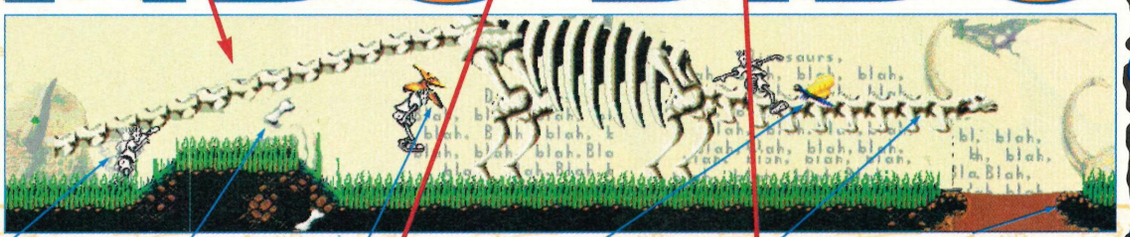
FLY PAPER!

"Hmmm, I wonder how you build a paper aeroplane? These instructions aren't in English. Same old story – never could build a decent one...

Yes, at last, I've made a plane. It's so big I can fly it! Well, I suppose this is the aim of the game. Now, where's that exit?"

I don't really think you wanted to do that Fido. Turning drawing pins upside down is a silly idea. If you touch the pin-end you're in trouble.

FiDO DiDO



- Fido's in the process of building the dinosaur's head.
- You need eight of these boney bits to finish the dinosaur.
- A flying dinosaur takes Fido up to a platform to the eighth and final bone.
- One of the many nasty insects that buzz around a lot.
- Don't forget that the tail needs to be finished as well!
- Exit stage right! But only after your monster-work is complete.

KANEKO
£39.95
OUT: NOW

CART SIZE:	8Mbit
PLAYERS:	1
STAGES:	7
SKILL LEVELS:	3
FEATURES:	password Kaneko
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PROview

NICK 8/10
A fun platformer with a lot of nice touches, will it last though?

PETE 7/10
More interesting than your average run and jump, but possibly too samey.

JASE 7/10
May be good 'n' cute but in the end just gets too boring.

PROscore

GRAPHICS 88%
▲ All done in the cartoon spirit of with stylish sprites and backdrops.
▲ The parallax 3D scrolling looks really smart in the background.

SOUND 80%
▲ The various tunes are good to hear – even when things become frustrating!
▼ Apart from your usual array of bleeps nothing special.

GAMEPLAY 84%
▲ Lots of puzzle-solving fun in a cool and innovative Fido Dido world.
▼ Frustrating to control Fido at first – this is not as smooth as it could be.

CHALLENGE 78%
▲ Finding the bonus level on each stage is a challenge in itself at times.
▼ Won't hold your interest when clues are solved and the game completed.

83%

One of the more original platformers with interesting designs, some good ideas and a great character. But the fun may be short-lived.

INTRO TEXT: Provides a detailed background to the game and its characters.

THE REVIEW: The clearest and best reviews. We aren't on an ego trip!

PROTIP BOX: An invaluable hint for those tricky playing situations.

PROSCORE: Provides you with a clear buying recommendation.

REVIEW SEGA PRO MEGA DRIVE

ART OF FIGHTING

Ryo Sakazaki's sister has been kidnapped by the infamous Mr Big. Ryo and his buddy Robert Garcia must now track down this gang-boss. Along the way an onslaught of deadly henchman must be defeated and threatened into giving clues as to the damsel's whereabouts. By piecing together the clues they'll eventually get to Mr Big himself for (possibly) the final confrontation. That's the plot hook, line and sinker, so without any formal introductions Sega Japan have just released their attempt at a faithful conversion of one of the best beat-'em-up games of all time. Will Ryo save his sister from Mr Big's enslavement or is she doomed to a life of misery and torment? The lady's life rests in your hands.

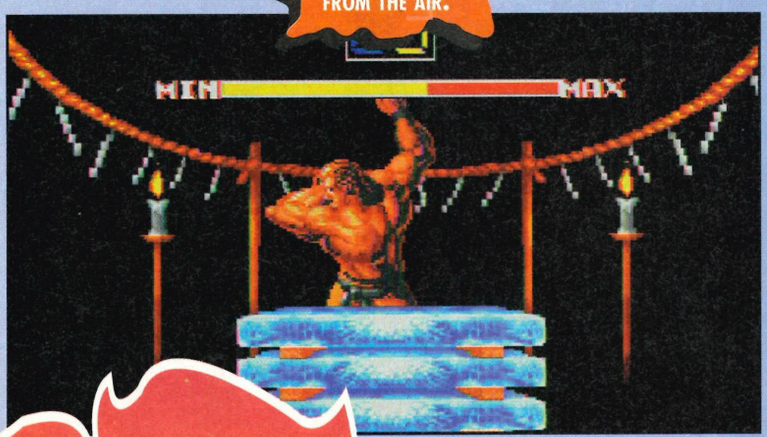
Overshadowed by *Samurai Showdown* and *Fatal Fury II*, the Neo Geo used to thrive on SNK's first 100-Meg cart *Art of Fighting*. Having sold more units than Norman Lamont drinks in a year, it has finally been considered worthy for the Mega Drive. Sega's re-programmed version has been put on hold for an official release while the import title, also re-prgrammed, is alive and kicking. The question is, do we really need another one-on-one beat-'em-up? *Turtles: Tournament Fighters*, *Street Fighter 2: SCE*, *Mortal Kombat*, *Fatal Fury*... The list is endless and the quality is mixed. *Art of Fighting* is a recognisable title and may well have gained a following, but this version isn't going to win any industry awards. It is safe to say, however, this is a commendable attempt at the arcade conversion even though it lacks the all-round 'umph' of the real thing.

PROtip
PRACTICE MAKES PERFECT AND THIS GAME IS NO EXCEPTION (ALTHOUGH YOU MIGHT NOT FIND ENOUGH TO KEEP YOU GOING). SUSS OUT ALL THE SPECIAL MOVES FIRST AND ATTACK FROM THE AIR.

Ten fighters, three bonus rooms and a few added mid-game screens provide the foundations. The main sprites, as you can see, aren't too bad, if a little scrappy as they move around the screen in a sheepish fashion. They look full of character and the 16Mbit cartridge makes them pretty appealing – if a little clumsy and jerky during fights. The zooming feature (where close-up shots add to the confusion of battle) have been left out which isn't that much of a bad thing.

Unfortunately, a minimal amount of animation in backgrounds that are very *Streets of Rage*-ish gives you little incentive to come back for

Drive down the freeway in a gleaming Porsche or feel the wind in your hair with a go-faster Harley.

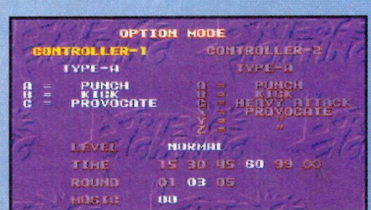


Every now and again this screen will pop-up, giving you the chance to improve your fighter's skills.

How to select one of three bonus rooms that will help to improve your fighter's strength and stamina.

Falling victim to the stronger fighters is not a pleasant sight, but at least there's no blood. Boring!

A charming picture of the family before Ryo's sister vanishes into the nasty grip of Mr Big.



This is the screen where you can swap the main options including time-limit, rounds and difficulty.

DEADLY MARTIAL ARTS TOURNAMENTS WERE ONCE ORGANISED BY CHINESE SECRET SOCIETIES.

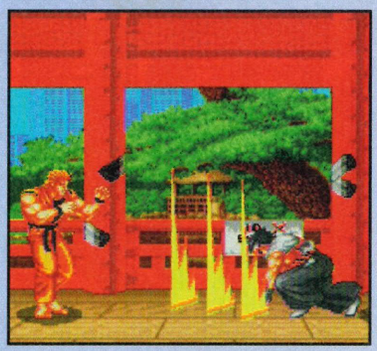
more. The whole thing looks and feels very old fashioned and if it wasn't for the existence of the dated originals it wouldn't stand any chance of a double take on the shelves.

It's far easier to waffle on about what *Art of Fighting* lacks, rather than the more optimistic view of 'it introduces...' and 'unbelievable graphics... ' but nothing's been done to an above average standard. In particular the sound FX and music are far from inspiring; they're good but could have been much better. So, how does that most important attribute of any fighting game – gameplay – rate in this release?

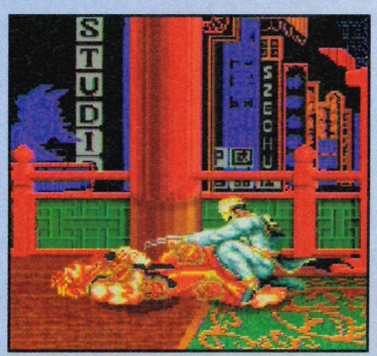
Each fighter's actions are generally much of a muchness and with the exception of one or two special moves they fail to provoke an adrenaline rush even in two-player mode. Combat is very unexciting at times and with a lack of variation *Art of Fighting* falls by the wayside. Bonus levels to improve your strength etc. are included and though they look terrible they're better than some I could mention.

A cross between *Fatal Fury* and *Street Fighter 2: SCE*, *Art of Fighting* is nothing but a piggy in the middle. It sets no standards and provides nothing new. Unless your collection is lacking any of the fight games already mentioned in this review, it's hardly a title worth buying. Pure nostalgia material for Neo Geo fanatics and when it comes down to it a non-event piece of software.

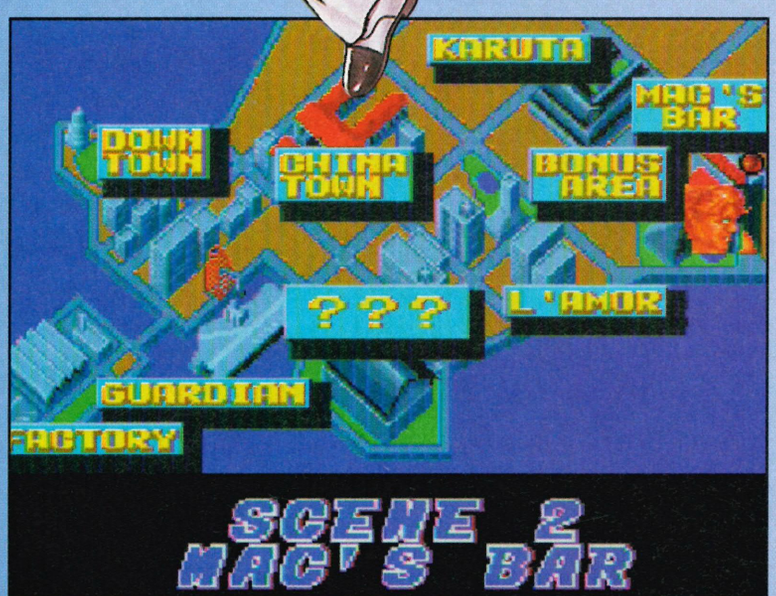
Jason "fisticuffs" Johnson SP



Watch the storyboard before each one-player fight if you're really into it.



Uh-oh, another challenge resulting in a lengthy visit to the hospital.



This is it, the different locations you must visit and conquer to find the villainous Mr Big and save Ryo's sister. It may look easy but the truth of the matter is that Mr Big's henchmen aren't a friendly bunch. Be prepared.

I've heard of getting hot under the collar but this is ridiculous! Fans will get fired up by the intros.

Press the taunt button and you can weaken your opponent's special move energy bar.

That's more like it, a good kicking dished out. Now's the time to ask for a clue.

SEGA
£49.99
OUT: NOW

CART SIZE:	16Mbit
PLAYERS:	2
STAGES:	10
SKILL LEVELS:	4
FEATURES:	continues
CONTACT:	Video Games Centre (0202) 527314

PROview

NICK 6/10
Been there, seen it, done it, beaten it all before (yawn).

PETE 7/10
I quite liked this old game, but I suppose there's no room for nostalgia.

MARK 6/10
Not terrible, but belongs in its own time, not around with modern fight releases.

PROscore

GRAPHICS 75%
▲ On the whole the sprites are well drawn and move at a reasonable pace.
▼ Jerky animation and a somewhat bland selection of backgrounds.

SOUND 58%
▲ Some of the sound FX are good and the majority of music is acceptable.
▼ A dire case of 'heard it all before'. Nothing to shout about.

GAMEPLAY 66%
▲ Special moves and a clued-up variety of fighters should be ideal for everyone.
▼ Some games drag you back for more until you reach perfection, but not this.

CHALLENGE 68%
▲ A somewhat limited one-player mode turns out to be quite a challenge.
▼ Unlike *Eternal Champions* you should finish this within a few days.

67%

Another conversion from a classic Neo Geo fighting game into only an average MD beat-'em-up. No wonder it's not on official release.

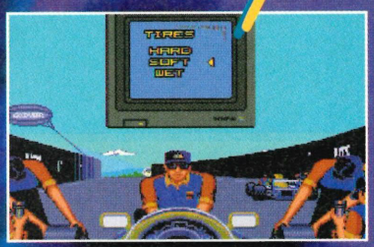
REVIEW SEGA PRO MEGA DRIVE

Eighth place! This is no good. Must start overtaking a bit more, this Brazilian circuit isn't that difficult, it's when you get to Monaco that twists disrupt your season!

NIGEL Mansell's World Championship

Revving engines, the smell of burning rubber, the crowd buzzing and vendors selling expensive hot-dogs makes for the perfect racing experience. The drivers line up on the grid, the lights turn green and then the grid disappears in a fog of exhaust smoke. This is formula one, the numero uno of racing – motor sport at its highest level. The top drivers have gathered for a 16 race season starting in Brazil and ending on the other side of the world – Australia. You are Nigel Mansell having a break from Indy Car racing and back in F1. Can you race up to Nigel's standards? Remember, you've got the Williams car so you should have the power!

Choose soft, medium or hard tyres, select a gear ratio and then get your wing settings sorted.



This is the pits, it really is! The last thing I needed was a worn-out tyre when I was doing so well.

Oh dear, this is not in the same class as Nigel Mansell himself. *World Championship Racing* fails to deliver in many respects. For starters it's weak on competition. There's no split-screen racing – so that's the competitive side very much out the window.

This is not an official F1 game but the driver's names are used and so are all 16 of the world's F1 circuits. 16 circuits should provide some great championship play, but when you start to race there is little that's going to blow your gearbox. The tracks themselves are dull with barely any tunnels, grandstands or decent pit-lanes. Monaco may be different from Silverstone in terms of bends and straights (there are far more twisty bends in Monaco) but the racing is just the same.

PROtip

WHEN YOU APPROACH A CORNER TURN INTO THE BEND BEFORE IT ACTUALLY ARRIVES. THIS WILL ENSURE YOU DON'T LOSE GROUND ON CARS AHEAD FOR OVERTAKING ON THE STRAIGHTS.

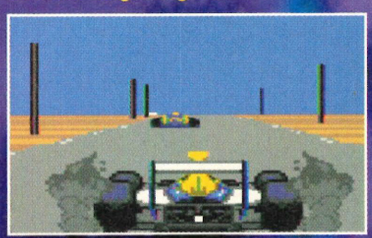
The road scrolls very smoothly – that's impressive. You get a good feeling of speed and, combined with the effective engine sounds, this does play well at first. It just becomes rather repetitive on the championship circuit with the same scrolling roads and only a few minor changes in the backgrounds.

There are a few options: You can get advice from Mansell on a practice circuit and have a rating on your cornering and speed. There's also a car set-up screen for selecting wing, tyre and engine settings – this bit of strategy hardly provides much of an incentive to race though.

A tough challenge, yes, but would you want to race through all 16 circuits? By the time I reached Spain I was quite bored. If you want a decent racer then buy *F1*.

Mark "Burning-up" Hill SP

You've selected Mexico as your next circuit. Real power is required to zoom down its long straights.



Mansell's help comprises of a training mode where you're rated on your track handling. For example you'll be rated percentage wise on how you corner.

Oh dear, in a spin. Well, at least you get to see the Williams car from a side view. Hey Nige, you're supposed to be Indy Car racing in America mate!

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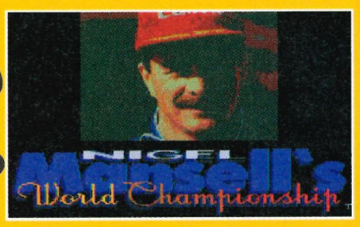

CART SIZE:	8Mbit
PLAYERS:	1
STAGES:	16
SKILL LEVELS:	2
FEATURES:	none
CONTACT:	Video Games Centre (0202) 527314

PROview

NICK 6/10
Standard racing fare without much to recommend it to *F1* fans.

PETE 5/10
I enjoy most racing games but this isn't one of them. One long drone.

JASE 6/10
Dare I say it, stash the cash and save up for the ever-closer release of *VR*.

PROscore

GRAPHICS 70%
▲ The circuits scroll very smoothly to give players a real feeling of speed.
▼ Why not have a few animated crash sequences or pit operations?

SOUND 72%
▲ A good engine noise and satisfying screech as the tyres burn up on corners.
▼ No realistic smashing or clattering sound samples when cars collide.

GAMEPLAY 60%
▲ The wicked spins and burning tyres lift the racing atmosphere a little.
▼ Circuits are too basic – there are no chicanes, tunnels or track obstacles etc.

CHALLENGE 63%
▲ If you're set on winning the championship CPU cars are no push-over.
▼ This badly needs a two-player mode to make the action more dramatic.

62%

There have not been many decent racing games on the MD and this continues the trend. Not bad as a basic racer but nothing new.

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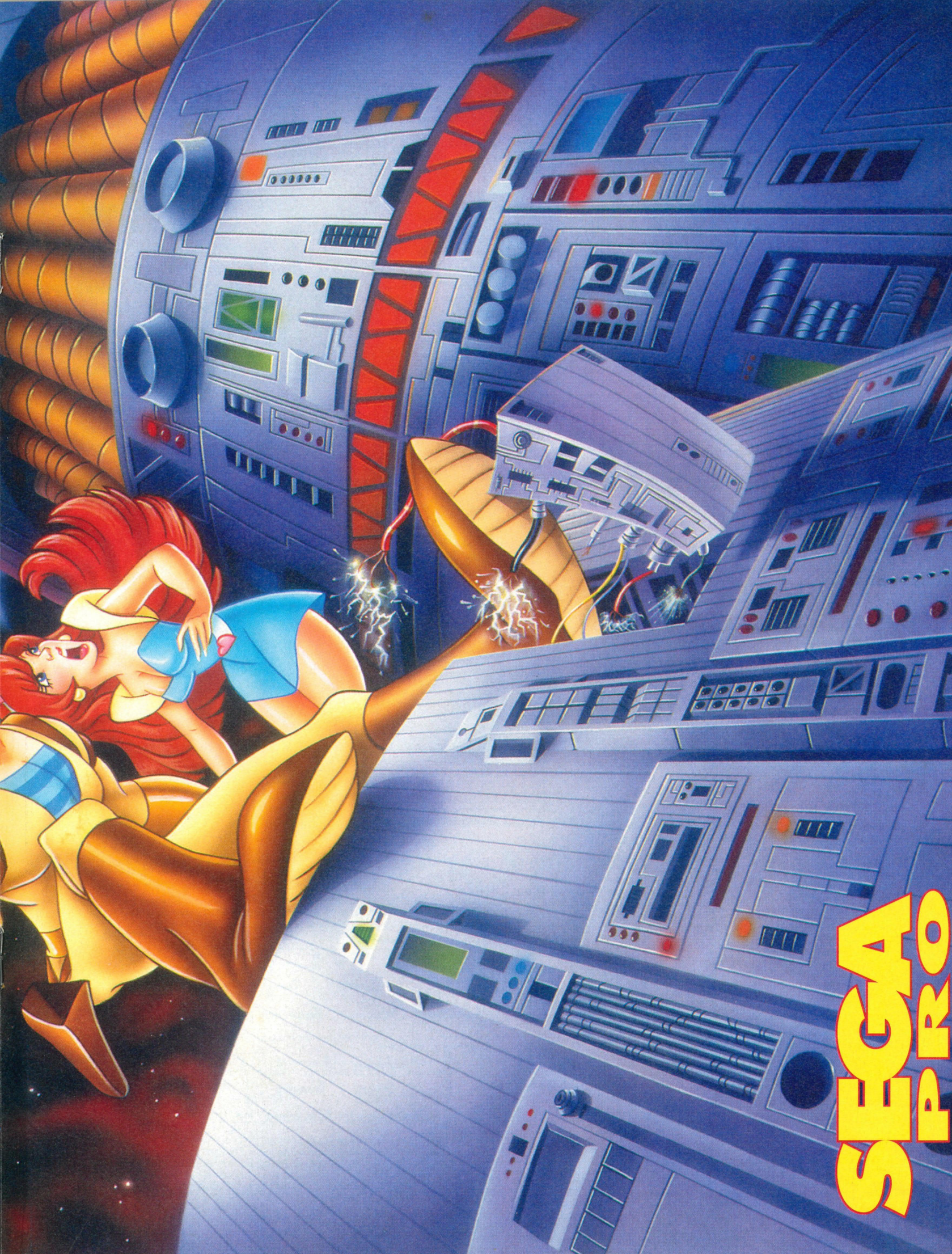
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Sega XS magazine

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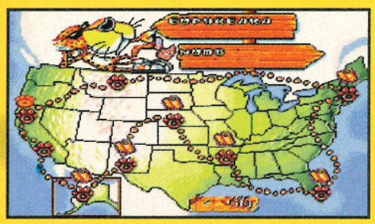
REVIEW SEGA PRO MEGA DRIVE

CHESTER CHEETAH WILD QUEST

Chester Cheetah was cruisin' along on his bike towards Hip city when trouble struck: Mean Eugene raced out from a speed trap, grabbed Chester's road map, ripped it to shreds and scattered the remains across the USA. Poor old Chester now has to find all ten pieces and stick them back together again if his hip-hop dream of reaching Hip city is ever going to happen! Chester can't really have much of a brain. Any sensible Cheetah would pop into the nearest Shell garage and buy a road map of the US. Is the guy who's too cool to fool only fooling himself? If he is, he's still pretty serious about this town-to-town business!

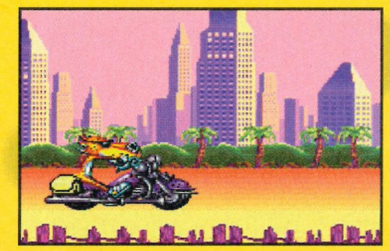


Chester's wild wild quest takes him through 10 of America's towns.

An Eskimo does his best to attack but ends up hitting the penguin!

Yikes! See how Chester's eyes pop out their sockets when he's hit by a sprite.

The guardian in the submarine must he hit in a certain place. Chester can perform his super-jump and land on the head of the guy who's about to pop-up.



Chester Cheetah has already appeared in *Too Cool To Fool* – a title that really only scraped the bottom of the platform barrel. *Wild Wild Quest* is just another Chester adventure with a high price but not a great deal of good gameplay.

Each level is littered with power-ups. There are three different paws to collect: small, medium or large. Sorry, no fries come with it, just the chance to gain extra continues and ride the bonus levels if paws are plenty by the time the exit is reached. Power-ups include sun-glasses for one extra life, sneakers for three or a special guitar that'll give you a fabulous 10!

PROtip
GUARDIANS CAN BE KILLED QUICKLY IF YOU MAKE USE OF CHESTER'S SUPER-JUMP. LAND DIRECTLY ON TOP OF THEIR HEADS FROM HIGH UP WHILE PUSHING DOWN ON THE D-PAD TO INFLICT DAMAGE.

Whether it's a Buzzard, a Skateboarding Dog or a Scarecrow Chester kills them in the same way. His great feline body crushes them with a huge bop like *Bubsy*. His super-jump is easily the most enjoyable move, push DOWN and hit A to see him leap high above the ground and come back down to earth with a heavy crunch that will do serious damage to guardians!

Although the colours are bright and the screens very busy *Wild Wild Quest* is let down by the dogged controls. Often controlling Chester is like pushing a super-market trolley with a defective wheel. He'll smash into a wall whilst running, or hit his head on a ceiling when jumping upward (at this the screen will jerk with untidy results).

Much of the game plays like a third class *Sonic* clone and each of the ten levels are far too short. They are finished within minutes making the challenge as easy as dot-to-dot with only five numbers. Don't be fooled into believing this is cool.

Mark "Cheeto" Hill SP

KANEKO
£39.95
OUT: NOW

CART SIZE:	8Mbit
PLAYERS:	1
STAGES:	10
SKILL LEVELS:	3
FEATURES:	continues
CONTACT:	Dream Machines (0429) 869459

PROview

NICK 3/10
If I see another platformer like this it'll be a millenium too soon.

PETE 3/10
Fido Dido without any originality, style or good gameplay. Sad.

JASE 3/10
It looks really dreadful, the sound is atrocious and it plays even worse.

PROscore

GRAPHICS 69%
▲ The levels really dazzle you with bright colours and bold sprites.
▼ Controls and screen scrolls are rather dogged – this needs to be smoother.

SOUND 67%
▲ A reasonable selection of tunes accompany each of the ten levels.
▼ Sound FX are rather tame – old spot FX just blend in with the old gameplay.

GAMEPLAY 40%
▲ Chester's ability to jump high up in the air is the best move to pull off.
▼ The awkward controls and basic platform ideas give this a third-class rating.

CHALLENGE 33%
▼ Finding a piece of the map on each level is too simple and straightforward.
▼ Little to test the mind – objectives are simple and levels just too short.

35%

Chester's second outing is as dated as his first. Glossy, but gameplay is ragged and unoriginal with many areas in need of attention.

CHEETAHS CAN REACH SPEEDS OF UP TO 70 MPH.

REVIEW

SEGA PRO

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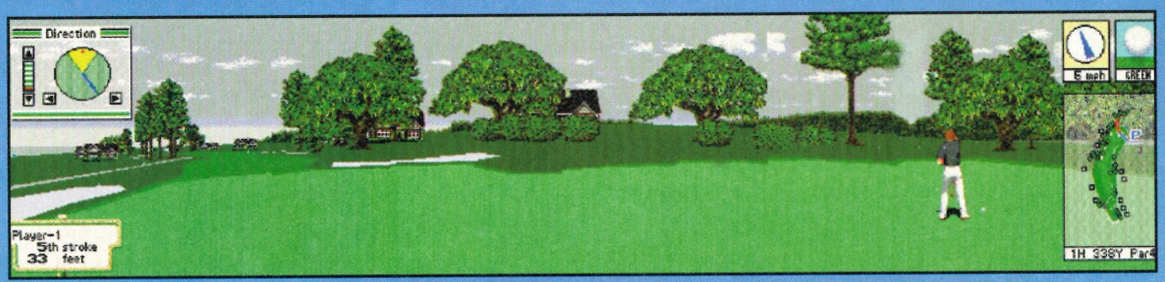
PEBBLE BEACH GOLFLINKS



When altering your direction, the screen scrolls around slowly to give a nice panoramic view of the hole.

Yep, we have another golf game on our hands folks, but is this going to be good enough to topple the mighty *PGA Golf* from the top of the leaderboard? The name behind the game is a good one, as Pebble Beach was the site of the 1992 US Open, but is that a guarantee of good quality? Time to find out...

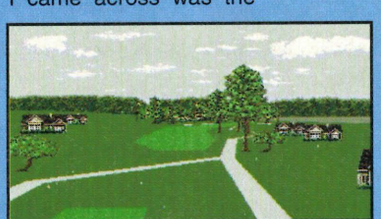
Now, there's nothing I like better than a quick round of video golf. The birds tweeting in the trees, the breeze ruffling my hair – all these things are totally absent from Mega Drive versions. But who cares? The outdoors are only for people who can't handle being inside anyway...

So, I've climbed into the most obscene pair of orange and green tartan flares that I could find, I'm safely wrapped in a charming purple M&S V-neck sweater that's two sizes too small and I've got my faithful caddy lugging my gear around for me while I pretend that golf is all about getting exercise. So, what's next?

Well, the first problem I came across was the user interface. In many golf games, one actually hits the ball when all the various ball selections have been made – angle of stance, approach angle, spin, then thwack! But if you forget to alter your angle of approach (say) you don't get the chance to correct your mistake before you hit the ball. And when you've chosen how hard you want to hit the ball, instead of (as expected) it disappearing over the horizon, you suddenly have to contend with the ball spin selector. This all tends to put you off your stride a bit.

PROTIP

REMEMBER TO USE THE SPIN AND YOUR STANCE TO COMPENSATE FOR THE WIND DIRECTION.



At the start of the game, you get to fly over the course looking at all the holes. It's nice but sllloooooow.

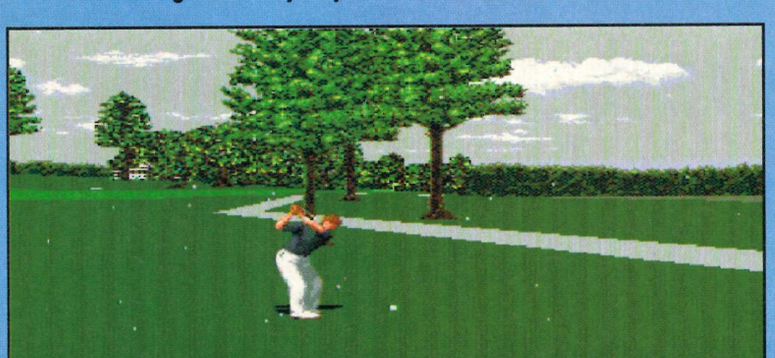
Worse, if you leave the spin selector for too long without making a selection, the computer goes ahead and chooses one for you! Unfortunately, half the time the ball dribbles a derisory three feet or so and not the expected 340 yards.

Okay, so maybe I'm just being pernikity. Not when you consider the miserably slow course updates. And when you 'fly over' the course at the start of the round, the picture moves more slowly than a rugby player being chased by a nymphomaniac.

Add to this a pathetic single course, a pointless battery back-up which 'saves all your in-game statistics' (wow, that's useful!) and what you have here is a badly put together game which isn't as playable as it so easily could have been.

Putt your money to better use – like buying any golf game but this.

Nick "In the Club" Merritt SP

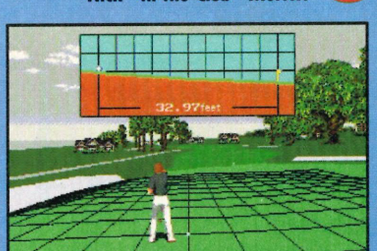


When your shot selections have been made, it's time to blast the ball away and hope for the best.

OLD SWINGERS

These menus are accessed when a shot needs to be prepared. Unfortunately, you can't alter something once you've decided. The little red dot on the golf ball in the SWING screenshot moves up and down and allows you to choose the spin to put on the ball.

CLUBS DIRECTION MENU STANCE SWING



When taking a putt, the computer grid shows the lie of the green. One useful feature is the slope indicator.

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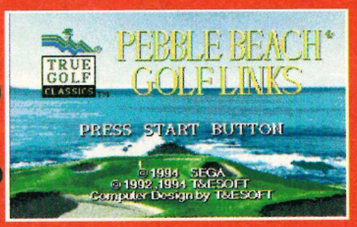


CART SIZE:	16Mbit
PLAYERS:	4
STAGES:	n/a
SKILL LEVELS:	n/a
FEATURES:	save
CONTACT:	Video Games Centre (0202) 527314

PROview

MARK 6/10
Not a bad golfing sim at all but still not up to *PGA* standard.

PETE 5/10
I found the control methods very awkward to get to grips with.

JASE 5/10
Unfortunately with only the one course the challenge is very limited.

PROscore

GRAPHICS 45%
▼ Not the best I've ever seen. Rough in parts (grey water!).
▼ The speed of updates is atrocious! One frame per second isn't good enough.

SOUND 55%
▼ Lacking in atmosphere – no birdies or shouts of anger. The music's naff.
▲ A small amount of sampled speech but don't stress yourself waiting for it.

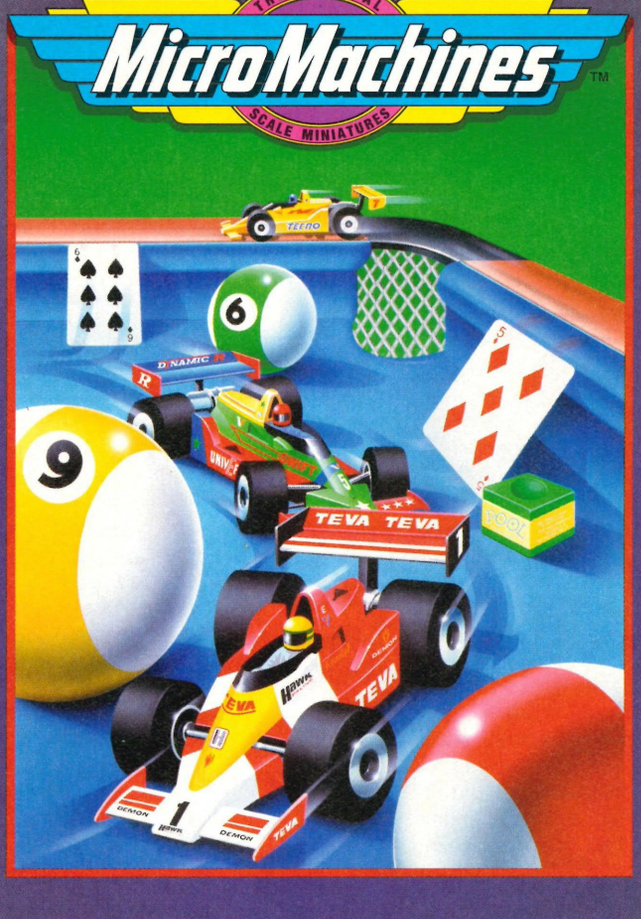
GAMEPLAY 54%
▲ All the golf options are here; although there are too many stats.
▼ The menu designer should be shot. The interface completely locks you in.

CHALLENGE 54%
▲ It's not too hard to make par with plenty of tournament options
.▼ Only the one course! You'll be screaming to try something different.

50%

Average golf game with all the options is let down by slow updates and terrible interface design. If you know your woods from your sand-wedges, avoid.

THERE IS NO BETTER RACE GAME.



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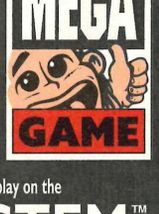

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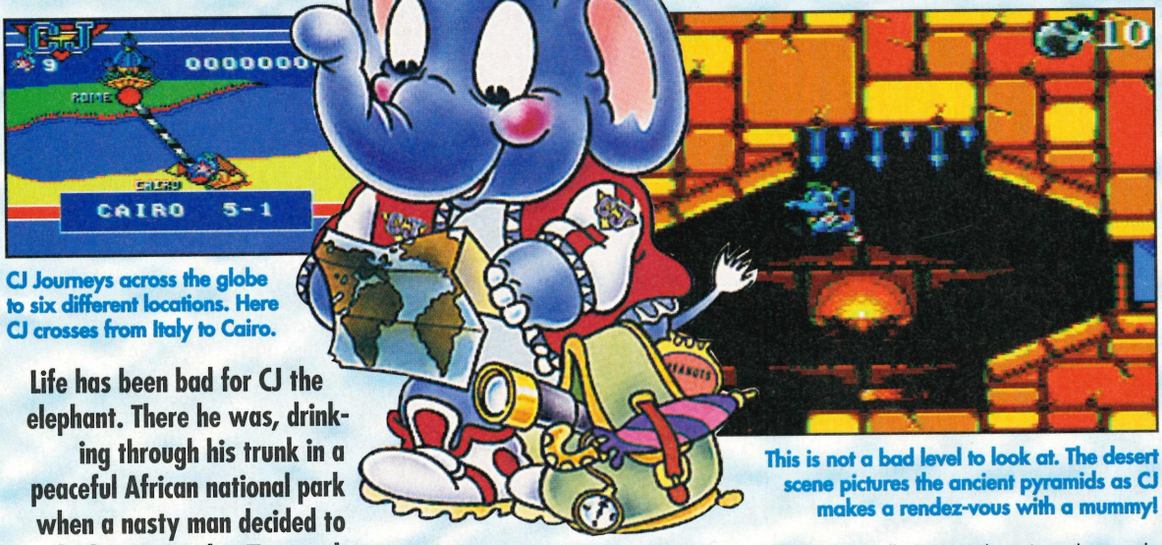
REVIEW SEGA PRO GAME GEAR

CJ Elephant FUGITIVE



CJ Journeys across the globe to six different locations. Here CJ crosses from Italy to Cairo.

This is not a bad level to look at. The desert scene pictures the ancient pyramids as CJ makes a rendez-vous with a mummy!

Life has been bad for CJ the elephant. There he was, drinking through his trunk in a peaceful African national park when a nasty man decided to take him to London Zoo so that thousands of tourists could give him hell with their flash photography. So CJ escaped one night – determined to get back to Africa. He packed his trunk, set off, and now everyone is after him! Grabbing an unlimited supply of peanuts CJ decides they'll make a good weapon since his trunk can propel them like bullets. With bombs and umbrellas at hand to break falls and cause a few sparks to fly CJ is well-equipped for his journey. The question is, can he make it all the way home?

CJ – Elephant Fugitive has six levels – each split into three parts with a guardian at the end of every third part. Starting in London where business men attack with suitcases CJ must then travel to Paris where snails and hopping mad frogs pose a threat, then it's onto the Swiss Alps for a meeting with the snowmen and some yodelling girls. Level three takes our elephant through Cairo, the place of the ancient mummies and the final leg is Africa – home of the elephant-eating plants, cannibals and witch doctors!

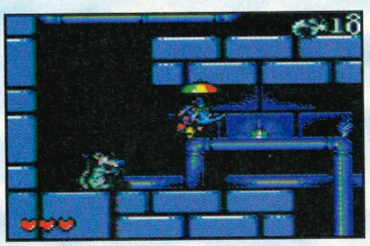
The lower than average price tag suggests this is a below-average game – the price doesn't lie. Playing through the first level takes me back a few years. It's just another platformer with hearts as power-ups, peanuts as weapons and bombs as, er... bombs actually. It's one of those games where you have your energy units (three in this case), and everytime you're hit it's a kiss goodbye to a heart and search for more along the way.

CJ is keen to move around the screen but his peanut spitting is not always very effective – often it's a little slow. The bombs are useful but even these don't always bounce where you'd like them to go. The levels are quite tough – but they are boring. Spikes, moving bar platforms – all so common in games of this type. The gear-link race offers a bit of a different challenge but apart from this *CJ* is disappointing. Not one I'd purchase even if it is at a budget price.

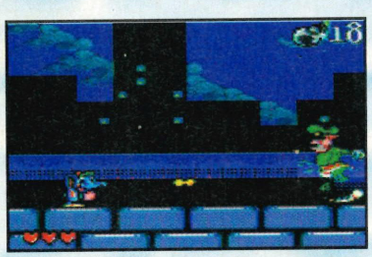
Mark "trunk-slump" Hill SP

PROTIP

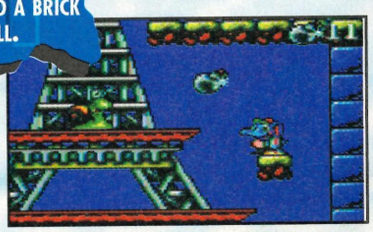
THE WAY AHEAD IS NOT ALWAYS CLEAR. OFTEN CJ CAN WALK BEHIND A BUILDING AND FIND A SECRET PASSAGE. HE MAY EVEN NEED TO JUMP UP INSIDE EVEN IF HE'S HIDDEN BEHIND A BRICK WALL.



If CJ falls then he's got his trusty umbrella to take him gently to the floor – good for avoiding nasties.



Guardians are easy to defeat if you spit the peanuts quickly before being hit more than once.



Judging by the tall iron structure this must be Paris. This level is full of all things old – moving blocks, spikes, etc.

This is more like it; entering pyramid country. Now you don't want to jump there CJ because the ceiling is made up of vicious spikes. Use you head and drop down instead!

ELEPHANTS CAN SWIM FOR UP TO THREE MILES USING THEIR TRUNKS AS SNORKELS.

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CART SIZE:	2Mbit
PLAYERS:	2
STAGES:	6
SKILL LEVELS:	1
FEATURES:	gear link
CONTACT:	Code-masters (0926) 814 132

PROview

NICK 4/10
For nostalgia I'll be kind as this reminds me of dead and buried platformers.

PETE 3/10
Poor platform fare. Why would anyone want to buy a copy of this?

JASE 4/10
Graphics are okay, gameplay is standard. Just plain predictable.

PROSCORE

GRAPHICS 76%
▲ Bold and colourful backdrops for each of the six different locations.
▼ Sadly there is little imaginative design for each of the levels.

SOUND 70%
▲ There are some fine tunes accompanying each of the six levels.
▼ Sound FX are okay, but in a weak release like this they need to be better.

GAMEPLAY 42%
▲ There are a fair few hidden passages and rooms to be found.
▼ This is very much your average run-of-the-mill platformer.

CHALLENGE 50%
▲ The awkward attack patterns some sprites perform can make life difficult.
▼ Only six locations – once cracked there's little incentive to play again.

44%

Yuk! This'll never be a classic. Although *CJ* is easy to play this is yet another tiresome 'I've seen it all before' platformer.

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REVIEW

SEGA PRO

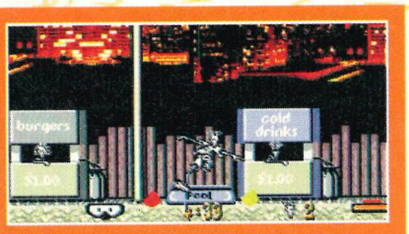
MEGA DRIVE

FiDO

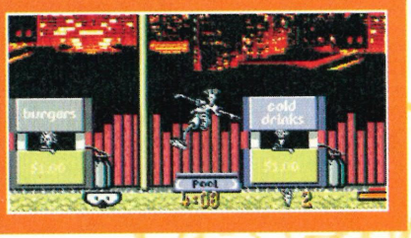
Fido Dido is someone we'd probably all like to be. He's a thinker who solves problems in unexpected ways. He's non-violent, cool, laid-back and happy. His main claim to fame is a few appearances on the TV. He's appeared in a soft drinks advert and also played the star role of a 'bumper' character used in the transition between Saturday morning cartoon shows and commercial breaks. Now Fido comes to life after his artist falls asleep at her table. His travels will take him through seven levels – the final one being a well-kept secret. Kaneko have tried to create an unconventional and original game that remains true to 7-Up star Fido. It's good to be cool...

BEFORE & AFTER

BEFORE...
Fido dives from high above the fairground into a large tub (is it full of water or a certain fizzy drink?). This is the way to mix the colours. Here he's just found two more. Lucky he picked up a pair of goggles.

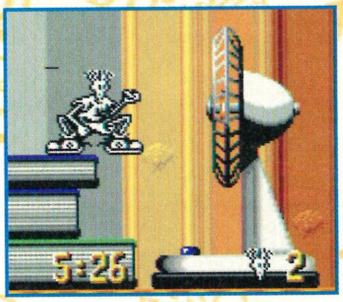


...AFTER
Looking good! The colours mix and suddenly everything is starting to look a lot brighter. Just a few more colours are needed to return the fair to its colourful self – so you can't have a rest yet.



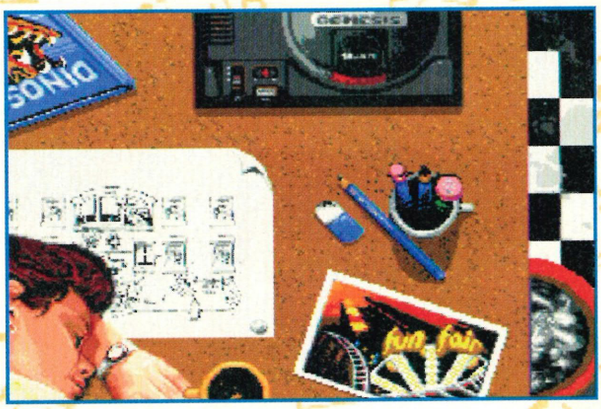
Fido Dido is like a role model. In his own video game we can imagine the scene before picking up the joypad: cool, colourful and full of life.

The adventure begins when Fido's artist falls asleep at her drawing table. When she's asleep (there's a superb static picture of this at the beginning of each level) Fido springs to life and gets sucked into one of the seven possible items on the desk. The first, a pencil holder, is where Fido has to save his sister from flies attracted by the light of the lamp. When he falls through the postcard he enters a real funfair and becomes an artist himself by



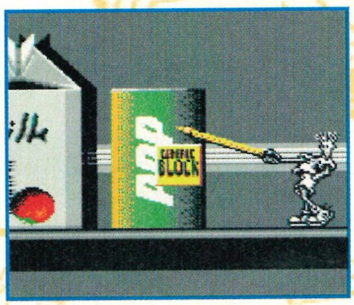
Fido switches on the big fan so the instructions for making a paper aeroplane will be blown onto the floor.

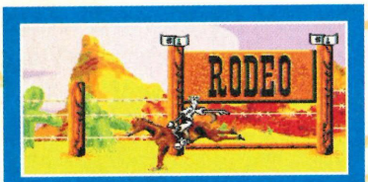
A day at the fairground is right up Fido's street. You see he got there through the postcard, better than an airport!

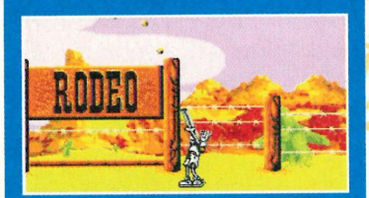


This is the artist who's fallen asleep much to the delight of Fido. You can see clues to all the levels here.

When Fido finds a pencil he can draw blocks for jumping on.

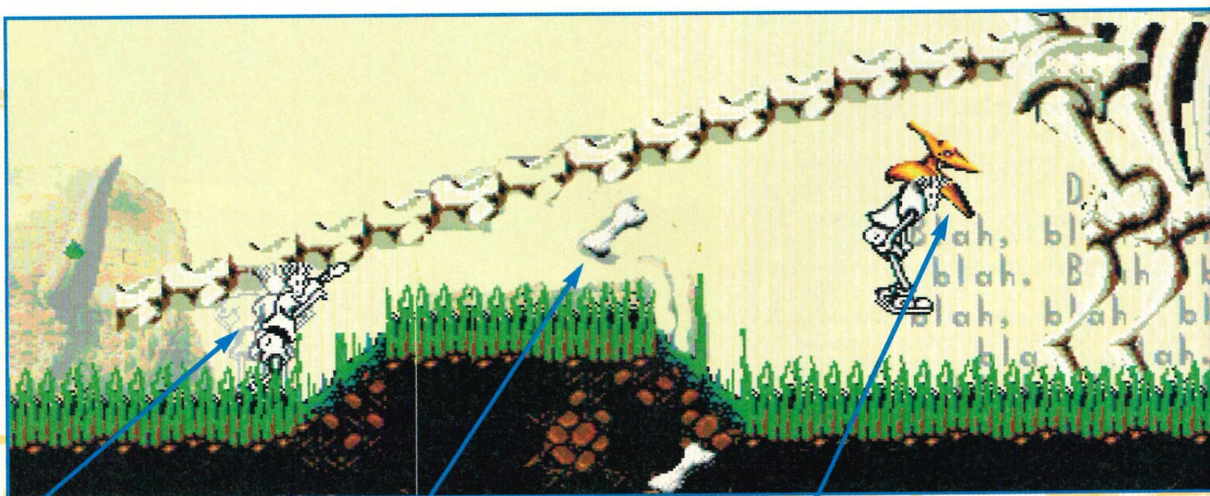






BONUS FIZZ

Fido goes to the Rodeo! On this first bonus game you must stay on your horsie until the time is right to jump up and grab spuds 'n' cash.
Next Fido uses spuds to shoot down bottles thrown in the air. For every bottle that's shot Fido will receive some dollars.
The final bonus game is Pontoon where you get the chance to gamble your hard earnt cash in the hope of making serious money. Points are the prize sadly.



Fido's in the process of building the dinosaur's head.

You need eight of these boney bits to finish the dinosaur.

A flying dinosaur takes Fido up to a platform to the eighth and final bone.

C02 (CARBON DIOXIDE) IS THE GAS THAT MAKES FIZZY DRINKS FIZZY.

restoring its colours. From here there's a Mega Drive which Fido finds electrifying inside. Fido must fix the bugs – a bit of the old bug-killer and a solder-pen does the job! The levels go on in a dinosaur book where bones must be collected to build a T-Rex, and when Fido actually enters the artist's dream it's sharks that give the action some bite – as you can see there's lots of novel stuff here.

I found this game quite enjoyable, if rather frustrating at first. Fido is not the smoothest sprite you'll ever control, but his black and white image is perfect against the colourful world around him. He interacts with many things. On the table-top rulers all the pencils, erasers etc. do various tricks. Pencils can be used to draw blocks for Fido to jump on, sugar lumps attract flies and there's a machine called a 'Points Enhancer' for Fido to work out. Various trap-door icons must be found to unlock sections and a bonus level exists if Fido can find the right door and snap his fingers to open it.

Protip

ON THE FIRST LEVEL STAND UNDER THE LAMP WHERE THE GIRL IS TRAPPED, DROP A SUGAR CUBE TO ATTRACT FLIES. WHEN ONE OF THEM IS ON THE SUGAR, JUMP ON THE CUBE TO HITCH A RIDE TO THE GIRL.

The funfair is perhaps one of the best levels. Fido restores the black and white scenario to full colour by collecting 12 drops of paint. It's fun working out that he needs the unicycle from the Dodgems tent to ride the wire then using the goggles to dive into the tub below. This mixes the colours and hey presto the fair is washed in colour! It's satisfying to pull off these stunts. Look out for Fido's thought bubbles – these'll give a few clues.

Amidst the pretty 3-D backdrops and cool sprites this is standard platform stuff but the puzzles are satisfying to work out and each level plays differently with its own theme. The walking, sliding and bouncing may be common, but the cool scenario is packed full of fun. One reservation though, is that when the hard work of using Fido's clever-thinking to solve puzzles has paid-off there's little incentive to go through the same steps again. Once you know what to do it all becomes very easy – maybe the game needs more levels or puzzles.

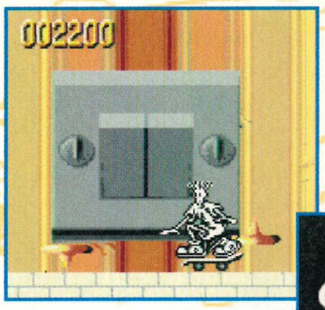
Either way *Fido Dido* oozes quality even if the long-term interest is weak. For really laid-back people this is worth a look and you could feel deprived if this isn't nestling in your collection alongside *Cool Spot*.

Mark "fizzed" Hill SP

FLY PAPER!

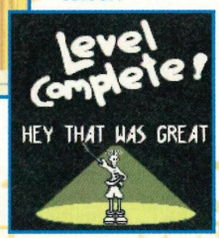
"Hmmm, I wonder how you build a paper aeroplane? These instructions aren't in English. Same old story – never could build a decent one...

Yes, at last, I've made a plane. It's so big I can fly it! Well, I suppose this is the aim of the game. Now, where's that exit?"

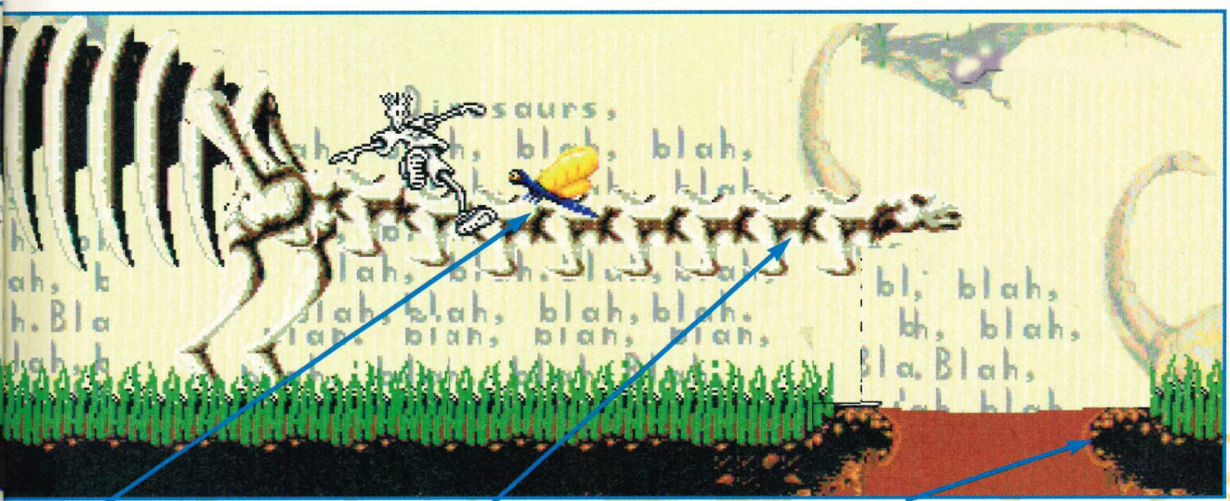


Sliding down guide ropes is a speedy experience. Look, you've just missed that green drop of colour.

I don't really think you wanted to do that Fido. Turning drawing pins upside down is a silly idea. If you touch the pin-end you're in trouble.



DiDO



● One of the many nasty insects that buzz around a lot.

● Don't forget that the tail needs to be finished as well!

● Exit stage right! But only after your monster-work is complete.

KANEKO
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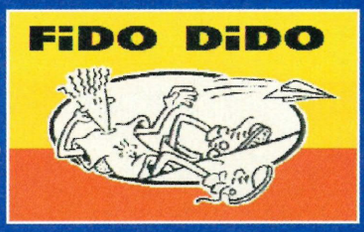
OUT: NOW



CART SIZE:	8Mbit
PLAYERS:	1
STAGES:	7
SKILL LEVELS:	3
FEATURES:	password
CONTACT:	Kaneko (081) 202 3434

PROview

NICK 8/10
A fun platformer with a lot of nice touches, will it last though?

PETE 7/10
More interesting than your average run and jump, but possibly too samey.

JASE 7/10
May be good 'n' cute but in the end just gets too boring.

PROscore

GRAPHICS 88%
▲ All done in the cartoon spirit of with stylish sprites and backdrops.
▲ The parallax 3D scrolling looks really smart in the background.

SOUND 80%
▲ The various tunes are good to hear – even when things become frustrating!
▼ Apart from your usual array of bleeps nothing special.

GAMEPLAY 84%
▲ Lots of puzzle-solving fun in a cool and innovative Fido Dido world.
▼ Frustrating to control Fido at first – this is not as smooth as it could be.

CHALLENGE 78%
▲ Finding the bonus level on each stage is a challenge in itself at times.
▼ Won't hold your interest when clues are solved and the game completed.

83%

One of the more original platformers with interesting designs, some good ideas and a great character. But the fun may be short-lived.

REVIEW SEGA PRO MEGA DRIVE

BUBBA N STIX

Let me introduce you to the luckless delivery man, Bubba, who without a word of warning is sucked into a world of mayhem and madness. A lanky lad, Bubba's misfortune begins after a 'successful' drop-off goes horribly wrong – as his delivery truck is hijacked by an alien spaceship! Dumped on a strange, hostile planet (where he teams up with Stix) he must now find his way back to Earth.

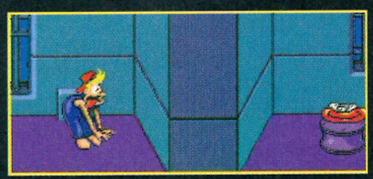
Can you help Bubba and Stix escape from the clutches of Waldo and Urfnurkle T Floink's Theme Park and Zoo? A volcano, alien ship and underwater maze are among the areas waiting for you, but once entered you may never return...

This moving tree will creep up behind Bubba, trying to give him a nasty fright. Worse, he stands in the way so that you can't turn back!

Leaders in both Mega Drive and Mega-CD game development, Core Design (*Chuck Rock*, *Chuck Rock 2*, *Thunderhawk* and many more) have devised an intriguing puzzle game with a mind-frying assortment of alien inhabitants on a bizarre planet. This is a somewhat different venture to Core's usual pursuits and the initial prospects were exciting to say the least.

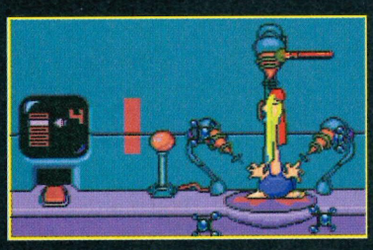
'Some games look good but they're almost super-glued to a precise formula that must be followed to complete a level – here, this is not the case. Each level introduces you to a new group of aliens that are brilliantly animated in their own unique way. Subtly shaded graphics help create a wonderful backdrop for puzzle-solving and *Bubba and*

Bubba lives in a wibbly wobbly world and sometimes things are too much for him to stand up to – though with an alien driving the steamroller this may not be wise...

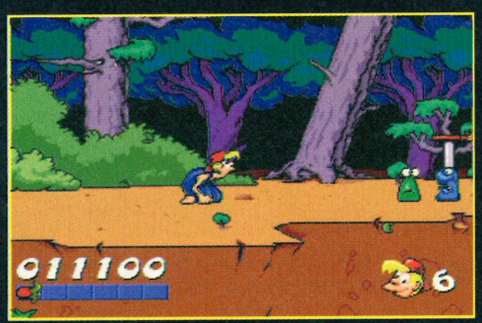


In Waldo's interplanetary star cruiser Bubba must find his way out of various rooms via an on-board vacuum cleaner.

Nah mate, you don't wanna do it like that, you wanna do it like this.



Another special feature is the transportation unit which works just like that thing in Star Trek.



Clear a level and this screen with a big pointy thing shows you where you're going next.

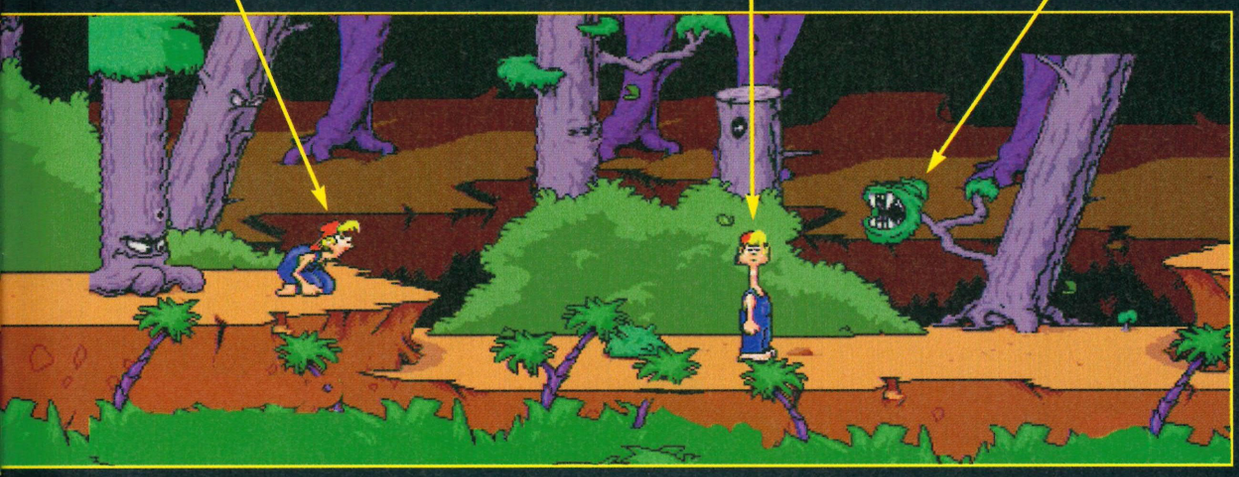
Some puzzle games are good, but this is just downright ludicrous. Throw Stix towards these 'things' and one knocks the other on the head with a fan and reveals a jack so Bubba can step-up to the higher platform.

THE 'THROWING STICK' OR BOOMERANG WAS INVENTED BY THE ABORIGINIES.

By crouching Bubba is able to throw Stix in a low arc, hoping to catch any nasties who may be leaping around on the lower level.

Surprised? you will be – by all the horrible alien creatures that inhabit this planet. It's just a good job you've got that nice Stix to help you out.

Even the most innocent looking bush or shrub can turn, at a moments notice, into a Bubba-eating, fang-toothed (very hungry) monstrosity!



Stix is pixel perfect – a real credit to the behind-the-scenes designers and animators.

Influenced by various ambient bands like The Orb, Nathan McCree has created – in my opinion – his best score to date. Moody, atmospheric and pleasant to listen to, this is one game you might switch on for the music alone. The intro sounds are up-beat and should be hip enough for the most discerning street warrior. On another note (excuse the pun) the sound FX are equally groovy and realistic – you even hear the wind as Stix flies through the air.

Bubba's painfully funny antics are closely matched by Stix's stupidit, and unexpected usefulness. One moment he's a simple platform, the next a more intricate cooking utensil or tightrope walker's pole – it's outrageous! Compared to Core Design's previous platform based puzzlers (in particular *Chuck Rock 2*)*Bubba and Stix* is light years ahead and thankfully it takes a much more brain teasing approach (unlike the famous *Chuck*).

PROtip

IN THE ALIEN SPACE-SHIP TRAVEL TO EACH LEVEL AND FIND THE SWITCH TO DEACTIVATE THE LOCKS. ONLY THEN WILL YOU GET TO THE TREACHEROUS VOLCANO, AND THAT'S ANOTHER STORY ALTOGETHER.

An early example of a puzzle from the game is where you throw Stix at a boulder, it rolls away and flattens an innocent alien, then falling back towards you to serve as a stepping stone. Some of the tricks are extremely simple to master but later in the game you are set multi-task problems – as in the alien spaceship wish is made up of five levels with a switch to be found on each.

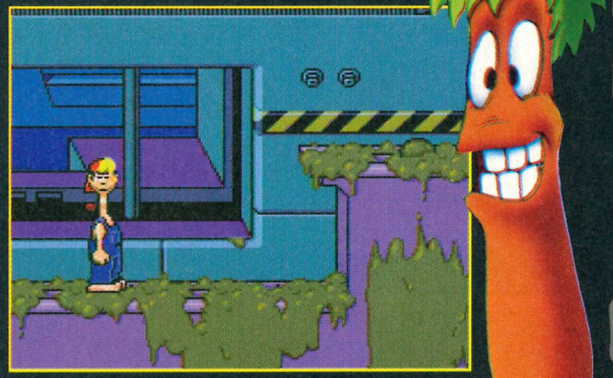
At first even the most simple puzzles take a while to suss out, but I was somewhat disappointed at its long-term life after playing through four out of the five levels in one day! However this may have had something to do with the fact that I simply couldn't put the joypad down. The side-on viewed playing area is large and varied and this style is sure to captivate a good number of both puzzle and action fans.

There's no doubt that *Bubba and Stix* will set the flame of curiosity alight and lead you towards hours of frustrating but enjoyable gaming. It is by no means a real 'must buy' product, but if you're hunting for a more sophisticated puzzler this will certainly prove a worthwhile purchase. Fans of *Flashback* and *Fantastic Dizzy* will probably be intrigued by yet another visually captivating puzzle game.

Jason "with a stick" Johnson SP

Jeez Bubba, you've reallygot to stay away from all those late-night visits to the Indian take-away.

Surprisingly, cracking this problem is much easier than it first appears.



Bubba takes a break from all this hectic puzzle solving, alien bashing action.

CORE
£44.99
OUT: APRIL

CART SIZE:	16Mbit
PLAYERS:	1
STAGES:	5
SKILL LEVELS:	4
FEATURES:	password
CONTACT:	Core Design (0332) 297797

PROview

NICK 8/10
Very puzzling but all in the best possible way. Totally sticktastic!

PETE 8/10
A fascinating platform-puzzler with plenty of interaction to keep you busy.

MARK 8/10
Some excellent animations and sounds go to make up a great release.

PROscore

GRAPHICS 88%
▲ Fantastic animation of every sprite, nasty and background.
▼ There are certain levels that appear a little too bland and uneventful.

SOUND 90%
▲ Jolly, ambient, furious. Whatever the level depicts the music suits it. Spot on!
▼ There may be a very minor fault in the music, but I couldn't find one.

GAMEPLAY 83%
▲ Controlling Bubba is a joy as he relentlessly pursues level after level.
▼ Throwing Stix at a specific target is a little tricky and often causes problems.

CHALLENGE 80%
▲ Initially taxing. With limited lives and one continue it's about perfect.
▼ Experienced puzzle-solvers may find themselves at the end within a week!

84%

A thinking person's game disguised as an action platformer that has addictive qualities only matched by *Flashback* and *Another World*.

REVIEW SEGA PRO MEGA DRIVE

HIGH SEAS HAVOC

Ooaarr me maties, 'ave I got a tale for you. Legend has it that there be some hidden booty way over on Cape Sealph. I'm telling you there's a map somewhere that'll lead you to the treasure. If you can get there first then the Emeralda gem be yours. With this here gem my friend you'll rule the world.

Ahoy maties, I think I've bin 'aving too much of this here rum. I just remembered that old sea dog Brutal Bernard has stolen the very map. He's got 'is eye on the booty. He'll sweep the lot if you don't get there first. I think you better just 'ave a swig and be on you way. You've gotta outsmart these here salty scoundrels and find that gem!

Although Captain Havoc is a pirate his quest to find the booty takes him through thirteen different levels that are made up of far more than just ships and oceans. After leaving the pirate's ship on stage two he goes on through city streets, underwater caverns, a burning town, a checkerboard maze, a frozen palace, a fort and then finally Bernard's turf (the other guy who's after the gem).

The industrial stage: Havoc goes beyond the land of the pirates and finds a frozen palace where pollution is a serious problem.

Typically this platfomer holds no secrets. The thirteen levels aren't split into zones, there are no bonus stages and the game format remains as a simple eight-way parallax scrolling adventure. So what's new? In a word – nothing much. Even the objectives and power-ups are old hat. As Captain Havoc you collect juicy pieces of meat to restore your energy. There's a goblet worth 10 points and magical boots crop up for a little bit of extra speed (Sonic sneakers or what!). I'm getting rather irritated with these repetitive ideas. To cap it all there are diamonds you can collect. Get 100 and guess what – you get an extra life!

Indiana Jones eat your heart out. Running away from these boulders is a tiring business. I hope I'm not flattened – turning into stiff cardboard is a sorry way to die.

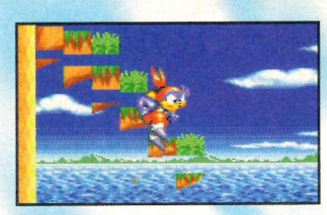
So why would I want to slag off a game just because it looks like a Sonic adventure? There's nothing wrong with the graphics. The backdrops are smooth, the sprites are detailed, the colours are bright and the scrolling is first class. Sound FX aren't bad, there are the satisfying little chimes as diamonds (as opposed to rings!) are collected and a deep powerful pinball type sound when extra lives are found. It's almost got that *Land of Illusion* feel when you start playing. The smart fading backdrops back up what I say. It's the lack of innovation that bugs me. There are loads of moving platform bars, *Sonic* style swings, crumbling ledges and row upon row of spikes. Yikes, I'm fed up with spikes. Why not some ugly pit-monster or a dodgy rope-bridge. New ideas please!

PROtip

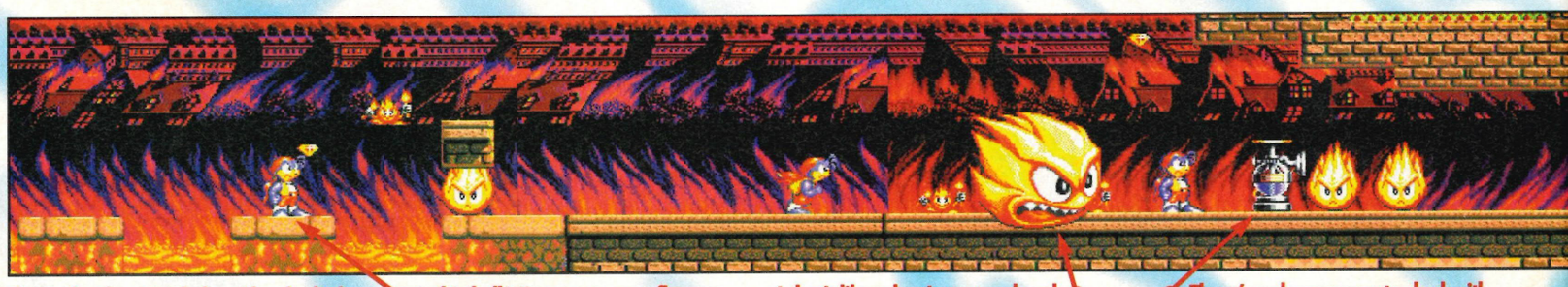
DEFEAT THE FIRST GUARDIAN AND SOME OF THE OTHERS LIKE THIS: BOUNCE ON THEIR HEAD SO YOU ARE SAFE, THEN LEAP BEHIND THEM AND CLOBBER THEM. JUMP BACK ON THEIR HEAD AND REPEAT THIS UNTIL THEY DIE.

Havoc has his Flipper Flip move for attacking the salty scoundrels and guardians, and a Slippery Slideaway roll for daring escapes. He looks good on the screen, moving quickly (not quite as fast as Sonic though) and coming to a grisly end. You watch as the barrels drop over his head and begin to clatter about on the ship's deck with poor Havoc

Shiver me timbers I think I've just found myself a goblet. I could give it to the old dear or get some extra cash – either way though it's a damn fine goblet.



Yikes! These crumbling ledges can really catch you out. I gather Sonic the Hedgehog had similar problems during his adventures.



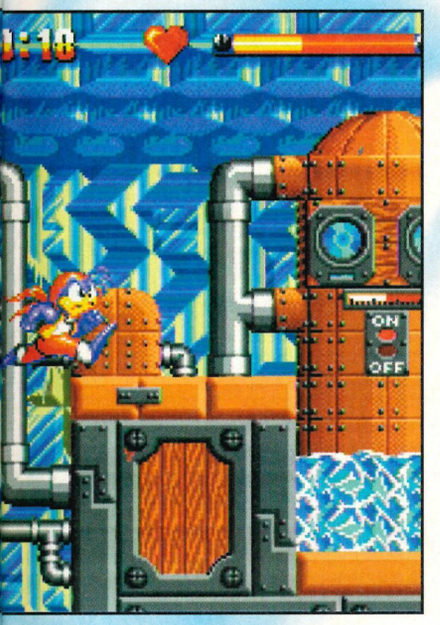
This is the 'burning helmet' level which Havoc must run through as quickly as possible – it's hot!

Is this hell? I've never seen flames with a face and arms. Playing with fire is not a good idea.

I don't like what I see up ahead. There seems to be this huge fire ball blocking me view. Shiver me timbers.

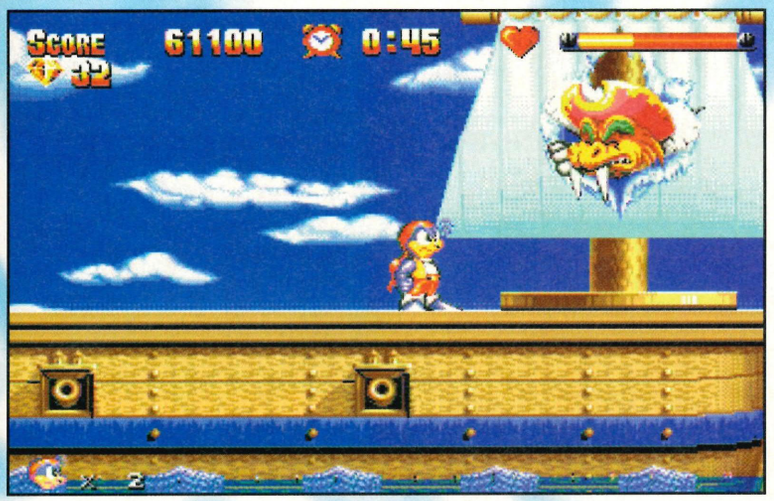
There's only one way to deal with these fires – jump on the water pumps and give 'em a good soaking.

UP UNTIL THE NINETEENTH CENTURY MUSLIM CORSAIRS PREYED ON MEDITERRANEAN SHIPPING.



Mum, help, there's these horrible hands on sticks coming down from the ceiling. Please don't tell me to shake hands and be polite – these look real mean.

Boy I hate these platforms that swing on chains. I remember my mate Sonic telling me about them when he was on his travels through similar pastures.



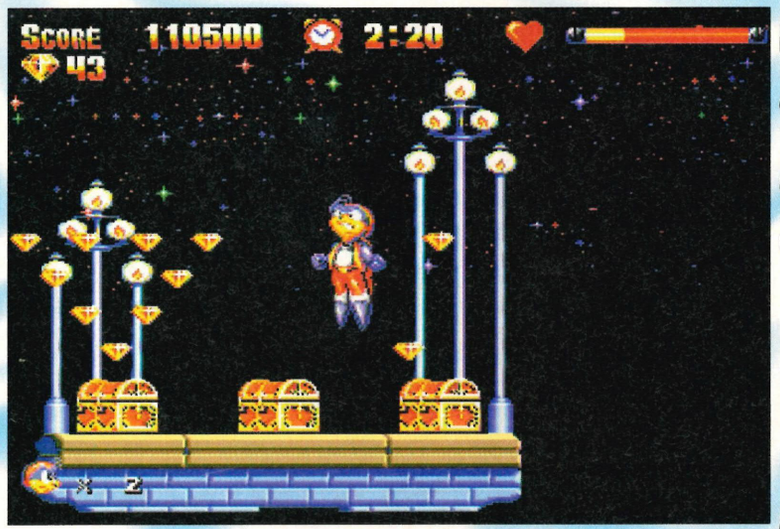
Industrial disaster! Now you don't really want to do that do you. Radioactivity is a rather nasty way of kicking the bucket. Better get out of that liquid fast!

Hey, that's no way to treat the sail on a pirate's ship. You're a hooligan you sabre-toothed and what's more a deck-scrubbing nightmare!

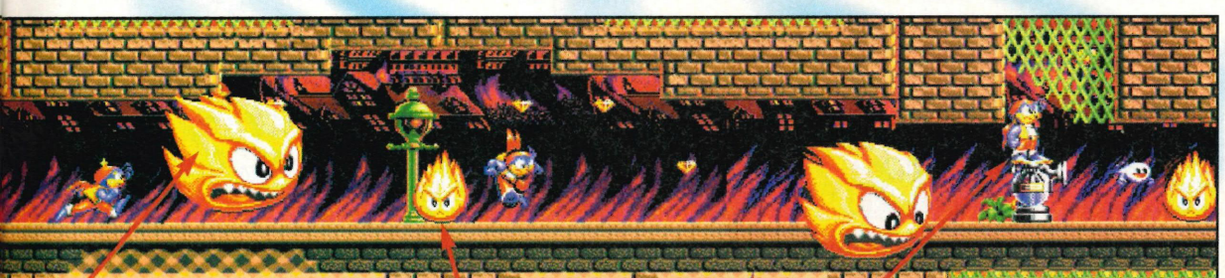
inside! It's also pretty funny seeing the gunpowder blow him up, he turns black and flies upwards, freezing in the air for five seconds. Getting flattened by a boulder also has its funnier side – he looks like he's been crushed under a steam-roller! But any thought of adding new features ends here.

High Seas Havoc draws you in at first, but the old style of gaming becomes a little tiresome. This year we need to see more original titles. *High Seas Havoc* has the playability of *Sonic the Hedgehog* minus the speed. Only thirteen levels, not a lot of separate challenges and ideas used over and over again. For forty quid you may wish to avoid buying what is really yet another standard platformer.

Mark "sea-dog" Hill SP



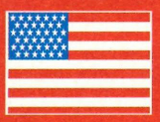
Yes, I'm rich! Look at all these lovely treasures I found. Just a little 'off the beaten track' exploration now and then can really pay off you know.



Goodness, gracious, great balls of fire! This mean fire guardian can't be extinguished – you've just got to leg-it!

No worries here. This little fire can do no harm. A little jump and then it's time to sweep up more diamonds.

Running from the great fire ball is never easy. You've got to get rid of the flames and run through very quickly.



SEGA
£39.95
OUT: NOW

CART SIZE:	8Mbit
PLAYERS:	1
STAGES:	13
SKILL LEVELS:	3
FEATURES:	continues
CONTACT:	Dream Machines (0429) 869459

PROview

NICK 6/10
Not bad but not very good. The words 'Sonic' and 'platformer' come to mind.

PETE 4/10
Playable at first but the controls turn out to be awkward and gameplay poor.

JASE 4/10
This is yet another *Sonic* clone that even falls behind the likes of *Socket*!

PROscore

GRAPHICS 82%
▲ A polished platformer with smooth and detailed 'Sonic' style graphics.
▲ Good animation – when Havoc's flattened by a boulder he turns wafer thin.

SOUND 80%
▲ Some great little tunes – they're slow and often quite emotional.
▼ Nothing original about the FX – samples are similar to other platformers.

GAMEPLAY 67%
▲ Plenty of action with wackysprites and 13 tough guardians.
▼ There's barely anything original here despite the glossy touches.

CHALLENGE 77%
▲ Some tough levels to complete – don't expect to finish this in a day.
▼ It's a shame there are no sub-levels to offer players a different challenge.

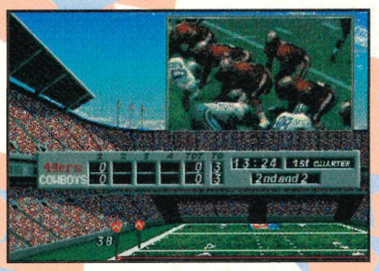
68%

Visually impressive platfomer let down by the fact that the gaming style is so unoriginal. Fun for a bit but hardly sets any standards.

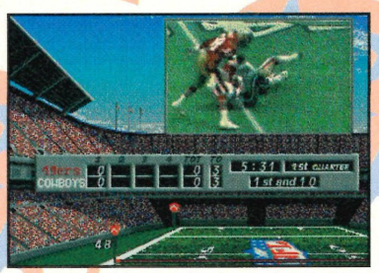
REVIEW

SEGA PRO MEGA CD

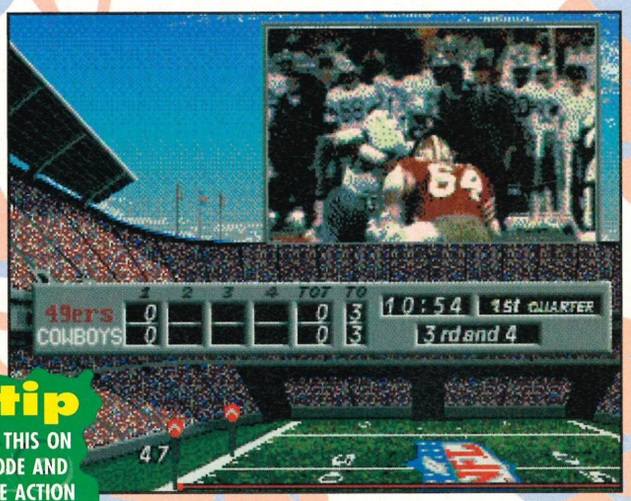
NFL'S GREATEST SANFRANCISCO VS DALLAS



Joe Montana holds back from the scrimmage to put in a good throw upfield hoping the line will hold.



Aikmen takes a hit for lingering in the pocket too long. There are no close-ups or different viewing angles to excite.



Ouch! a head on collision – not so match a tackle as two dumper-trucks playing chicken. A hard 'defense' has always been the hallmark of these two teams (as well as some explosive offensive play).

Picture it: You've already seen your team drive downfield, ripping into the Dallas defence and not giving Aikmen the chance to get back on the field. Now though, late in the third quarter, several plays have gone against you and you're down ten points to 39. Worse, your number one quarterback – Joe Montana – is injured and his replacement, the inexperienced Steve Young, has his back to the wall on fourth and nineteen.

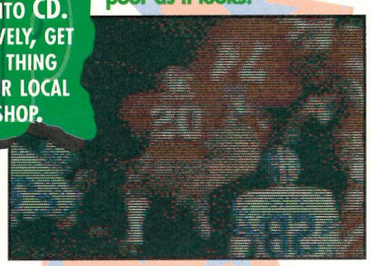
Do you put Montana back in and gamble that he can turn the game around or decide to keep faith with the kid and give him the chance to be a hero?

It's your job to make this a great football game – not just another whitewash.

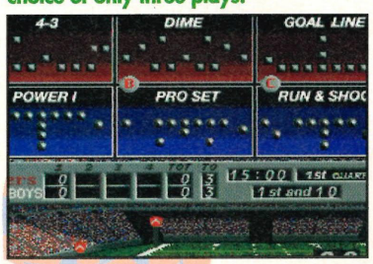
PROtip

JUST PUT THIS ON DEMO MODE AND WATCH THE ACTION AS THIS IS REALLY A SPORTS VIDEO TRANSFERRED (VERY BADLY) ONTO CD. ALTERNATIVELY, GET THE REAL THING FROM YOUR LOCAL VIDEO SHOP.

Full-screen FMV in all its glory... yes it really is as poor as it looks.



Your choice of plays is very limited. From the five strategies you get a choice of only three plays.



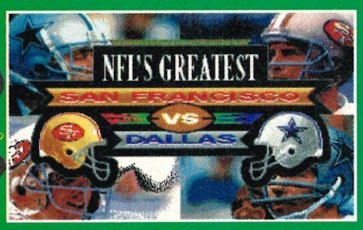
Always wanted to coach an American Football team? No? Okay, so most people dream of being the quarterback – Dan Marino not Don Shula – but still, as coach you get to call a lot of the shots; the big plays and the even bigger gambles. This is, supposedly, what *NFL's greatest: San Francisco vs Dallas* allows you to do, recreating some classic confrontations from the glorious past of these two teams. So, what do you get for your £55? A *Madden*-esque playbook, a very dull graphic of the pitch scrolling under you as you move up or downfield and some very dodgy looking FMV footage. The latter is so grainy on full-screen mode that your fingers will be itching to tweak the tuner as an avalanche of electronic snow churns the players into drifts of red and white.

Still interested? The playbook is pretty much as you'd expect only with less plays and options than most NFL sims. The real problem is that this tries to be interactive TV footage – with all the problems that causes (the same FMV being used again and again for similar plays) and at the same time a decent American Football sim. As you've guessed it falls well short of scoring in both of these departments.

For a while you can hype yourself up watching some great plays even if you have to squint to make out the action. Eventually though, everything about this becomes mind-numbingly dull. For a really playable game buy *Madden*. For a slice of razzmatazz buy *Joe Montana*. For classic San Francisco vs Dallas action buy a sports video, not this game.

Pete "Don" Wilton SP

SEGA
£54.99
OUT: NOW



CD ACCESS: medium
PLAYERS: 2
STAGES: n/a
SKILL LEVELS: n/a
FEATURES: save
CONTACT: Video Games Centre (0202) 527314

PROview

NICK 3/10
I'm not an American Football fan – this game certainly won't change my mind.

MARK 4/10
Nice idea, to recreate great sporting moments like this, but it doesn't work.

JASE 3/10
After a matter of minutes I was bored to death with this uninviting football game.

PROscore

GRAPHICS 38%
▲ I suppose you might like to see some of the old NFL action but...
▼ ...the FMV is of a much poorer quality than other 'interactive' releases.

SOUND 69%
▲ The only real bright-spot is the running commentary following the action.
▼ Like the footage this gets repetitive with the same comments and FX.

GAMEPLAY 25%
▼ Where is it? You select a play but have no control over its outcome.
▼ Lacks any depth as far too much is decided by historic footage and the CPU.

CHALLENGE 20%
▼ No tournament, play-offs or league, just the choice of these two teams.
▼ This will bore you to death as every play is repeated over and over again.

33%

Whether you're a gamer who wants a decent sim or an AF fan wanting to re-live some the past you'll be very disappointed.

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ParaMar

REVIEW SEGA PRO MEGA DRIVE

PRO MOVES SOCCER

No mercy, no retreat, no yellow-bellies and 110% dedication are the main ingredients you need in the rough and tough recipe for making a professional soccer team. Scorching overhead kicks, diving headers and no-look passing are standard tricks of the trade, but it's these pro moves that separate the winners and losers. World Cup contenders from all over the world are about to make themselves known. Recently launching themselves into the software development side of the industry, Asciiware have released their first Sega game into the American market. Football games are few and far between in the States, but will it be to Sega's liking and pass UK standards? Once again we are enticed into buying another football crazy simulation.

More often than not you will find yourself in exactly the same predicament as this – the goalie, as if by magic, storms out and grabs the ball from your feet. It may make for a decent challenge, but it's darn boring!

There aren't more than enough options, but an adequate amount.

Even in driving snow like this the goalie is still able to pull-off a really stunning save.

Let me start this review on a positive note and study the presentation side of *Pro Moves Soccer*. Introduction music is rhythmically funky and the graphics are extremely detailed (more so than the majority of football sims on the streets), so the basics are there...but as we all know, pretty graphics don't always make for a cracking good game.

As an onlooker quoted (rather simply I'm afraid) "this game is too computer based...", and I couldn't have summed it up better myself. You feel cheated as corner kicks, free kicks and even penalties are far too CPU controlled. Pause for thought and before you know it the ball has been tapped to your nearest team-mate.

PROtip
IT'S A FOREGONE CONCLUSION THAT THERE ARE TWO ANGLES TO SCORE FROM; THE LEFT DIAGONAL AND RIGHT DIAGONAL. EVEN THEN IT'S RIDICULOUSLY HARD COMPARED TO A REAL MATCH.

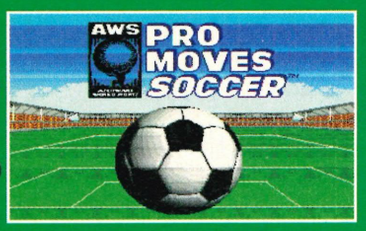
You do have the opportunity to throw or kick in special plays, but the cover sleeve claims that in *Pro Moves Soccer* "you control the pro moves", though in contrasting reality they're about all you do control! Rainbow Kicks (?), headers and no-look passes are a neat addition, but this is what Asciiware have mostly concentrated on, overlooking the need for general playability.

So why is it such a poor game? It plays like a lame dog on heat at Crufts! Actually scoring is nigh-on impossible, passing is awkwardly random and shooting is far from responsive. The pitch (if a little short) looks better than most but kick the ball once and it screams out of play – and the after touch appears to have taken a back seat.

I profess to hoping for more from a reputable company's first Mega Drive game but unfortunately I can't recommend *Pro Moves Soccer*. It's well presented, and with perseverance you may find certain aspects enjoyable, but this is even further away from *FIFA*, *Sensi* and *J League* than Swindon Town are from winning the Premier League.

Jason "studs" Johnson SP

ASCIIWARE
£39.99
OUT: NOW



CART SIZE: 8Mbit
PLAYERS: 2
STAGES: n/a
SKILL LEVELS: 1
FEATURES: tournament
CONTACT: Video Games Centre (0202) 527314

PROview

NICK 3/10
It could've been a decent *Sensi*-ish sim but the controls are a real let-down.

PETE 2/10
The goal's too small, the players are too big and the penalties are rubbish.

MARK 2/10
FIFA is premier league material, this is more like northern league division six.

PROscore

GRAPHICS 74%
▲ Everything about the stadium and player detailing oozes quality.
▼ The players move a bit like a group of penguins trying to play ice hockey.

SOUND 53%
▲ Music during the introduction and options etc. is better than...
▼ The toneless voice that shouts "FOUL" and "FREE KICK" all the time.

GAMEPLAY 31%
▲ Three pro moves and a wide range of playing skills are at hand.
▼ At the best the overall gameplay is atrociously inadequate.

CHALLENGE 42%
▲ Each team offers some resilient defensive and offensive play.
▼ It's almost impossible to score and nine out of ten games go to penalties!

42%

I've never played such a silly, topsy-turvy football simulation. It looks well above average, but plays worse than Swindon Town.

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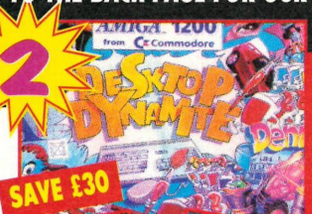

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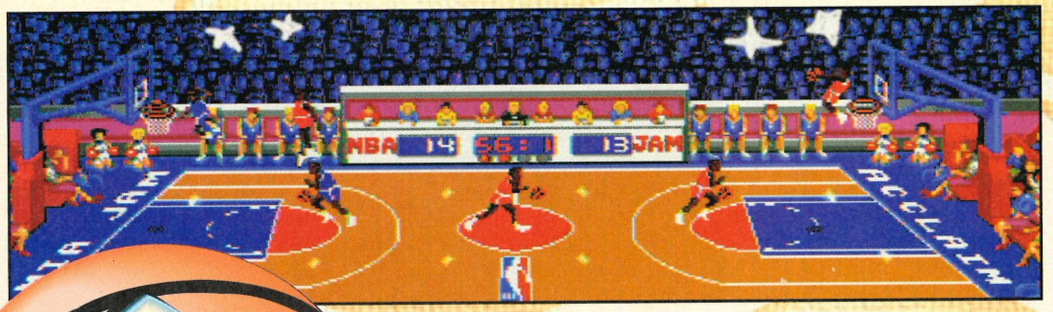
REVIEW

SEGA PRO GAME GEAR



NBA JAM

Are your ready to Jam on the small screen? Acclaim have already produced the best basketball game yet on the MD and now they're about to do the same again for the Game Gear – have one lined up for the cameras, *NBA Jam* is about to come alive again! No other software house has produced a decent basketball game for the hand-held so up until now much of the GG software has comprised of platformers and beat-'em-ups. Now you can keep a compact version of *NBA* handy. Is this in-yer-face drama of the 8-Mbit variety or just another watered-down flop?

Monster slam! When the flash-lights start lighting up the court you just know the crowd are loving the action.

Basketball games on the Game Gear are as rare as a live NBA match on BBC television. So a big hand goes out to Acclaim for taking the trouble to convert a classic 16-Mbit title onto the portable console. 52 NBA teams, a password facility, the ever-popular arcade turbo – it's all here. Players can perform many of the spectacular dunks (like the tarzan slam and windmill dunks) in a fast and completely furious two-on-two over four quarters.

PROtip
WHEN YOUR PLAYER LEAPS HIGH TO MAKE A BASKET, PRESS THE 'SHOOT' BUTTON WHEN HE IS AT HIS HIGHEST POINT. THIS WILL INCREASE YOUR CHANCES OF SCORING (ESPECIALLY THREE-POINTERS).

In comparison to the highly acclaim-ed MD version this is lacking a few of the dunks and crowd sound samples but you can be sure the animation is almost as clever and entertaining. Players leap high in the air when the turbo is activated and seeing the flashlights flicker like strobes when it happens really lifts the adrenaline rush even higher! (when you play it's as good as watching Sir Charles Barkley strut his Olympic stuff). Fast, fluent action, great poses and an extremely professional touch top this release.

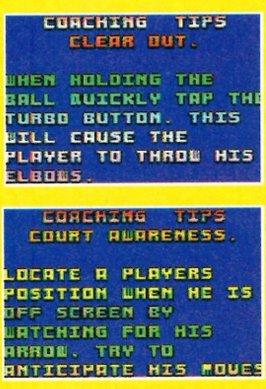
Mr Sheen couldn't polish this one off much better himself! The controls are a tad tricky to get to grips with at first (the uncomfortable START button must be held down to activate turbo) but the sprites are cleverly animated and the court scrolls very smoothly indeed. Even when a sprite bundles another sprite over in an attempt to make the steal we see barely any collision problems. It's very shipshape and tidy.

The rules of basketball can be forgotten. This is arcade stuff so

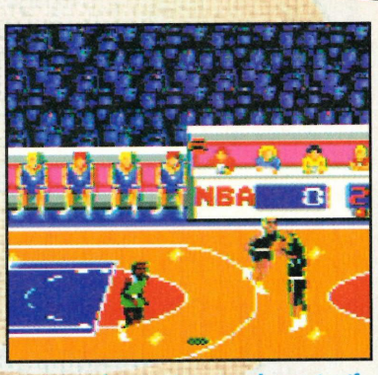
Hang-on! Typical of basketball hanging from the basket is all part of the spectacular dunk sequences. Boomshakalaka!

The tarzan slam is a smart move where the player leaps high in the air with a cry that makes him lord of the jungle. Great stuff.

COACHING TIPS



The tips flashed up on the screen between quarters will help you a lot. There's a fair bit of strategy even though this is arcade basketball.



Scoring a three-pointer is a lot easier if the player is notput under pressure by opposing players.

Even on the GG there's a cheeky bit of video footage to brighten up the halftime report.

STAYING IN THE GOAL AREA TOO LONG WILL RESULT IN A POINTS PENALTY.

Impressive graphics for the GG. The presentation screens have recognisable player portraits.

there's no ref to constantly break up the play with his shiny whistle. Don't be deceived though – there is more strategy to this than first meets the eye. Like the original the skill comes in timing your blocks and making the steal. On many occasions I found myself dashing from a broken-down attack into defence to jump for the shot made by the opposition. Line up the sprite under the basket, time the jump and make the steal! Not only does this work very well on the hand-held but it's also clear as liquid crystal.

The only disappointment I picked out from this was the sound . The background tune is typically tinny for the GG but the sound FX are weak. There are no crowd chants or roars, just rather irritating drones and blips. Sampled speech is, of course, out of the question but a decent crowd atmosphere would have perfected this. Ah well, never mind, at least you can still set yourself on fire for a really hot jamming session!

Intercepting a pass or knocking your opponent to the floor are two ways of stealing the ball. A successful steal can often turn a match on its head!

If your have a Game Gear that's tired of platform carts be slotted in its rear then *NBA Jam* may just be the perfect tonic. Although no two-player option exists the competition is hot enough with 52 NBA sides that will give you a real challenge.

Highly addictive gameplay like this is very welcome on the GG – at home, in the car or at the office! Go ahead. Buy it.

Mark "Fire-bucket" Hill SP

Match statistics are always useful for seeing just who's had the better of the play in the first half.

The beginning of the match is essential. Make sure you are the one who catches the ball first to give yourself the advantage.

All the top NBA players are included in the Gear version of *NBA Jam*. Choose one of 52 NBA stars!

Blocking shots does only half the job. As soon as the ball is blocked you must try and rescue your advantage by scooping up the loose ball.

ACCLAIM
£34.99
OUT: NOW

CART SIZE:	2Mbit
PLAYERS:	1
STAGES:	n/a
SKILL LEVELS:	1
FEATURES:	password
CONTACT:	Acclaim (071) 3445000

PROview

NICK 8/10
Excellent small screen stuff with great animation and atmosphere.

PETE 8/10
They've really hit the backboard with this GG sim – smashing!

JASE 7/10
The sound FX are a let-down but otherwise very enjoyable.

PROscore

GRAPHICS 90%
▲ Great animation on the sprites when they go for the spectacular baskets.
▲ Well-drawn basketball court that scrolls smoothly letting the game flow.

SOUND 70%
▲ The little tune that drums away during matches is pleasant to listen to.
▼ The horrible drones and blips make the overall sound FX disappointing.

GAMEPLAY 87%
▲ Highly addictive gameplay thanks to fast action and spectacular poses.
▼ Controls are a little tricky to grasp when you first start to jam.

CHALLENGE 85%
▲ Your overall challenge is to defeat all 27 NBA teams – it's quite a task!
▼ Sadly no two-player with a gear-link. If there was this would be perfect.

88%

A superb conversion of an arcade jamming classic onto the small screen. Addictive, fun-packed portable basketball that really sets the sport alight.

REVIEW

SEGA PRO

MEGA DRIVE

AWESOME POSSUM

MARSUPILAS HAVE A POUCH IN WHICH THEY CARRY THEIR YOUNG.

It's your job to save the world again from another evil doctor (no, his name's Machino – not the famous one) intent on drowning us under our own garbage. His chainsaw-wielding henchmen are already busy laying waste to the world's Rainforests while in the ocean his fleet of midget nuclear submarines leave a trail of toxic destruction in their wake. Who can rescue our precious enviroment from this mess? Why, Awesome Possum of course. This marsupial will have to be quick-witted as well as pretty damn fast to avert the rather unpleasant ecological disaster that Machino's got planned for our fragile planet Earth.

Unlike the one in Wild Palms this rhino will help you to destroy Dr Machino's robots.

How should I know! Between each stage you get asked bizarre eco questions for bonus points.

To warm himself up in the Arctic Awesome tries out a spin attack (no relation to Sonic's of course).

Here you get to ride on an overgrown bumble bee. Not exactly the fastest mode of transport.

"And 'ere in ze undervater kingdom ve see many vunders..." – not to mention the odd first-aid icon.

Is there an animal that hasn't been a 'loveable' platform character yet? Bobcats, numerous cats, ducks, penguins and mice have all made the transition to sprite stardom (not to mention that blue thing with spikes). Tengen have obviously realised that one type of animal has been sadly overlooked – you guessed it, marsupials and in particular a certain A Possum.

Let me describe the gameplay. Ever played *Sonic the Hedgehog*? That's right, you jump, you spin, you get catapulted into the air by hitting springy objects (in this case drums) –it even has those familiar check points (restart posts by any other name). Now I've got that off my chest I can say that parts of it aren't completely awful; riding on the back of a rhino, or buzzing about on a bee are good fun. These two creatures get you about reasonably quickly, which is good, as at normal speed the levels are painfully slow (perhaps to allow for a super speed power-up).

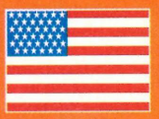
Awesome has "more than 80 different audio phrases" so that he's the first "cartoon character who really talks." Very clever for a humble cart but with soundbites like "Oh boy!", "Cool!" and "I made it! I made it!" he makes Robocop seem like a bit of an intellectual. Music is what you'd expect; as chirpy and bland as the rest of the game.

PROtip

THERE ARE A FEW 'SECRET' LEVELS TO DISCOVER BUT THESE ARE ALL PRETTY EMPTY AND POINTLESS. ENJOY THE RHINO RIDE AND YOUR BEE-FLIGHT AS THIS IS ABOUT AS MUCH AS THIS HAS TO OFFER.

It's very hard to get enthusiastic about a game that seems so familiar that you won't believe you haven't played it, seen it and done it all before. Where *Socket* managed to be *Sonic*-ish but with some ingenious little touches and nice design, *Awesome Possum* just fails to entertain. As your worthy causes go saving the enviroment is at the top of my list – especially as (compared to playing worn-out platformers like this) wandering around collecting rubbish for recycling sounds like great fun.

Pete "Toxic" Wilton SP



SEGA
£39.99
OUT: NOW

CART SIZE: **16Mbit**
PLAYERS: **1**
STAGES: **4**
SKILL LEVELS: **3**
FEATURES: **none**
CONTACT: **Video Games Centre (0202) 527314**

PROview

NICK 2/10
£40 for this rubbish? You've got to be joking. Buy *Sonic 2* instead.

MARK 5/10
It deserves more than 25%despite the below-par gameplay.

COLIN 5/10
Only really Awesome in its complete and utter averageness.

PROscore

GRAPHICS 30%
▲ If you glanced at the screen quickly they might seem colourful and bright.
▼ At close range they are as jerky and annoying as the poor scrolling.

SOUND 65%
▲ This release's best feature, with digitised speech and a reasonable tune.
▼ Awesome's conversation will hardly keep you riveted for hours.

GAMEPLAY 23%
▼ No noticeable departure from a very stale old playing formula.
▼ Controlling Awesome is like trying to steer an F1 car through custard.

CHALLENGE 18%
▼ Some levels are time-consuming only because it's easy to get lost.
▼ Why anyone would find this sort of thing challenging is beyond me.

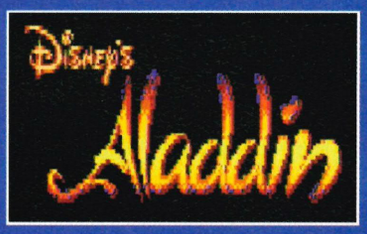
25%

This is to promoting ecology what David Bellamy is to promoting good dress sense. A complete waste of time and energy.

REVIEW SEGA PRO MASTER SYSTEM

Disney's Aladdin

SEGA
£29.99
OUT: NOW



CART SIZE: 4Mbit
PLAYERS: 1
STAGES: 6
SKILL LEVELS: 1
FEATURES: continues
CONTACT: Sega (071) 373 3000

Aladdin **sweeped the nation when it was released on the big screen. Who thought a cartoon could have such an impact on the UK box-office? Following the film there was of course the videogame. The MD version was hugely successful withbrilliant cell-animated graphics, original platform action and buckets of wit and charm.**

The question is, can the 8Mbit affair capture any of the glamour its big brother showed? Well, the scenario's the same: Starting in the streets of Agrabah, Aladdin must work through the Cave of Wonders, then cope with the rug-ride before embarking on a tricky quest through the palace. On paper this looks like a gem but can it deliver the goods?

If I was an MS owner and I had three wishes then one of them would be to see a decent conversion of *Aladdin*. Sadly anyone with such a wish is likely to be disappointed. Although backdrops are smooth and stylish and the Aladdin sprite brilliantly animated, the gameplay itself lacks excitement. It hasn't got the wit, charm or quality that oozed from Virgin's brilliant Mega Drive version. Instead we only have Aladdin without a sword, a supply of apples or that friendly monkey called 'Abu' to get him onto bonus levels. All Aladdin can do is slide through narrow channels, climb up onto ledges like the Prince of Persia and throw rocks to open gates and stun palace guards.

Level one begins in a familiar enough setting; the streets of Agrabah. Unfortunately, all Aladdin does is run away from a guard, jump barrels, leap over holes and collect power-up apples and bread.

PROtip

YOU'LL FIND A LOT OF FALLING DEBRIS DROPPING FROM ABOVE (BOULDERS AND LANTERNS). YOU CAN AVOID MUCH OF THIS BY RUNNING ALONG FLAT OUT (BEING ON THE RUN IS USUALLY SAFER).

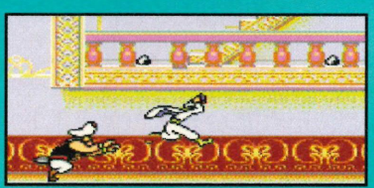
The Cave of Wonders is a blast from videogame history – jump the pits, avoid the spikes and watch out for bats and more guards. Sprites are very repetitive and the action is poor. Even the situations where you must open a door are easy to work out. There's a little golden face in the wall and a rock nearby. Throw rock at face and door opens. Huh, that was very hard! The Palace (keys 'n' doors – yawn) is just like the caves – more of the that repetitive gameplay.

You'll love Aladdin himself, he looks great; if this is going to sell, it's the name and the screenshots that'll do it. Play it and you'll be disappointed.

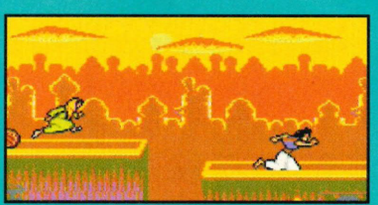
Mark "Abu" Hill SP

In the Palace Aladdin hesitates in the hope that the falling lantern will hit the guard on the head and deck him!.

This looks familiar. Aladdin rides the rug in a level with plenty of rock and not a lot else. Grab apples 'n' bread to replenish energy.



Don't be fooled, if Aladdin tries to take any of these riches he's likely to get an avalanche of rocks on his head!



Aladdin embarks on a roof-top marathon with a girl he pulled by the basket stall in the market.

PROview

NICK 5/10
Overall looks fine but has some dodgy animation and very weak gameplay.

PETE 4/10
More 'platform frolics' that are guaranteed to be incredibly tedious.

COLIN 5/10
Not as bad as all that but still miles away from the cartoony original.

PROscore

GRAPHICS 87%
▲ A superbly animated Aladdin sprite and attractive backdrops to match.
▼ Many of the levels are long-winded affairs because of the repetitive design.

SOUND 70%
▲ Okay but if you've seen the film don't expect to hear the same music.
▼ There is a limit to MS sound and that limit is very noticeable here.

GAMEPLAY 56%
▲ Due to Aladdin's combination of movements he's good fun to control.
▼ Levels are weak – they lack variety and offer very little original gameplay.

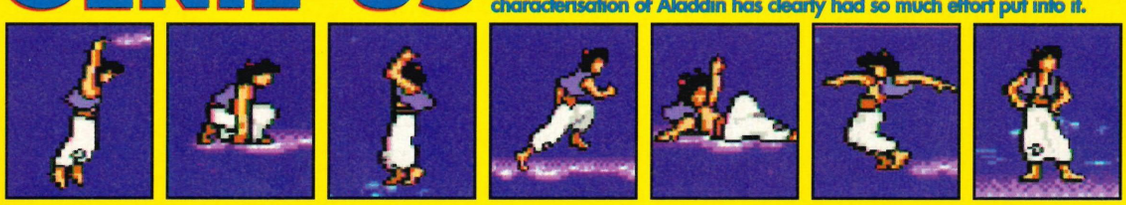
CHALLENGE 59%
▲ A few tricky sections in the game offer the challenge of trial and error.
▼ This is easy, expect to get past the first three levels within 30 minutes.

58%

Only a shadow of the MD version. Graphics and animation shine, but put this aside and you've got an old-fashioned MS platformer.

ANIMATION GENIE-US

Aladdin is by no means a stiff sprite with little character on the MS. He can slide under narrow gaps, choose between a gentle stroll and a run, and lever himself up onto a ledge with use of his fingertips. Aladdin also wobbles on the edge of a platform and moves with the aid of a lively animation sequence. What a shame the gameplay is so old when the characterisation of Aladdin has clearly had so much effort put into it.



PERSIAN CARPETS WERE FAMOUS THROUGHOUT THE WORLD BY 600AD.

REVIEW

SEGA PRO

MEGA DRIVE

TOM and JERRY

The infamous duo finally star in their own videogame, unsurprisingly enough getting themselves into mischief. As the story goes, Tom was minding his own business (this sounds a little strange for a start) and just as he turned the corner, his house was being demolished. Yikes! Jerry was still inside and if he didn't rescue his favourite plaything he'd have no-one to chase, except Spike! Hi Tech Expressions have taken the plunge and released another standard, side-view platform adventure. Even if it's far from an adventurous project the T & J name alone will light a few faces, but how does the game compare to the toons?

The best fun can be had from the two-player mode, but why is it so unplayable? If either drop out of view the other must retrace their steps and find them – massively annoying if they fall to the bottom of a long section of steps.

You begin your adventure in The Street where rats in cars, on bikes and firing guns attack you from every angle. This can become slightly annoying to say the least – your only means of defence is a scarce American football, and you must collect them one by one. Argh! These and other power-ups are scattered across eight levels that all tend to be similar.

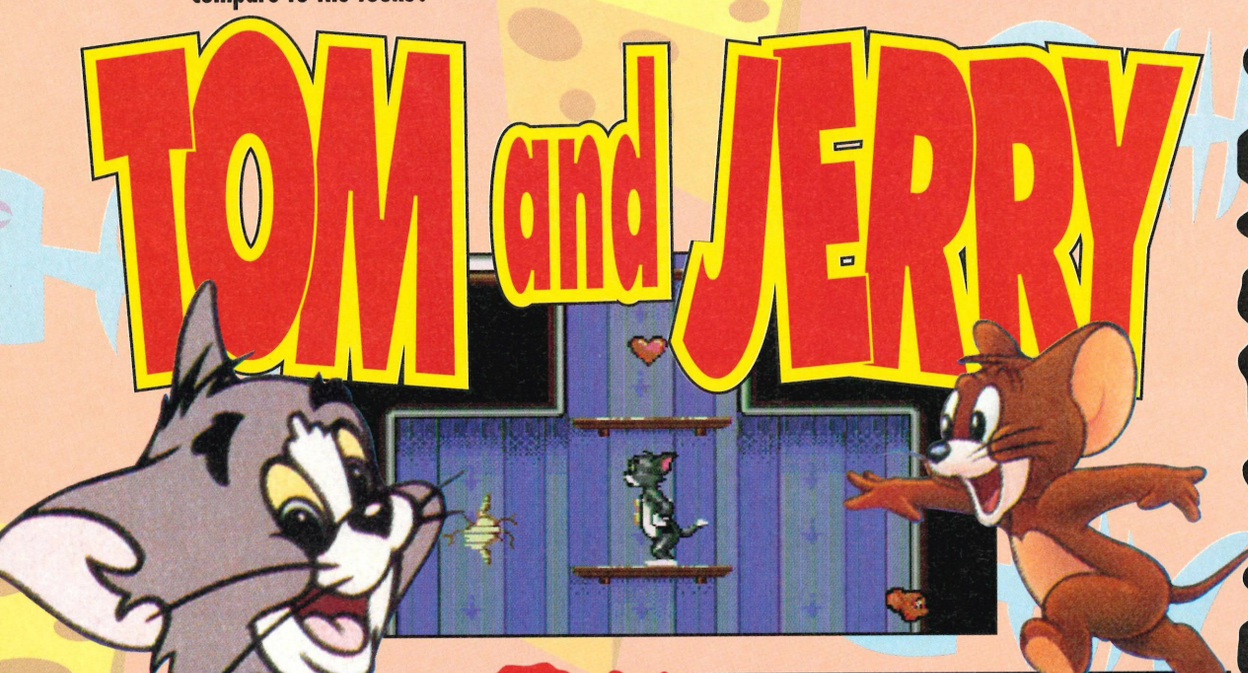
Strangely enough you can jump on the various ratties and although they die you're left stunned and somewhat weaker for it.

Unfortunately this is how the whole game plays, with limited weapons and a rather tricky style of gameplay. I'm all for difficult games (God knows we need more of them) but when it comes down to sub-standard programming it's inexcusable. Even if Tom and Jerry look 'nice enough' it fails to give these hilarious creations enough credit.

If you're to put any platform adventure's graphics alongside *Aladdin*, the Disney animation wins hands down. Its super-smooth, moody and creative presentation just detonates this kind of release like a barrel of TNT. *Tom and Jerry* could have been vastly improved with its two-tone backgrounds, lifeless animation and complete lack of humour. Tom and Jerry are there to make you laugh, aren't they?

I would seriously avoid *Tom and Jerry: Frantic Antics!* unless you're a huge fan of the duo or have grown a peculiar liking for this typical low-quality, American style of platform game. It lacks the basic recipe for a successful platform title – great graphics and gameplay. A very weak, short-lived product that just doesn't do the characters any justice and should be left well alone.

Jason "Pussycat!" Johnson SP



Tom spends a little time with his pal Jerry before they embark on another adventure.

PROtip

MOST LEVELS HAVE A HIDDEN ROOM OR TWO AND FINDING THEM USUALLY RESULTS IN A CATCH OF FISH OR, IF YOU'RE EXTRA GOOD, A PIECE OF CHOCOLATE COOKIE. THESE WILL REPLACE LOST ENERGY.

Hey Jerry, look at me, I'm a super-cool toon with a talent for balancing on one paw.

TOM WAS ORIGINALLY CALLED JASPER IN EARLY CARTOONS.

USA
£44.95
OUT: NOW

CART SIZE:	8Mbit
PLAYERS:	2
STAGES:	8
SKILL LEVELS:	3
FEATURES:	continues
CONTACT:	Dream Machines (0429) 869459

PROview

NICK 4/10
You'll be wishing that was all folks before you finish this.

PETE 5/10
Laugh? Unfortunately I didn't at all. Very ordinary.

COLIN 6/10
Oh dear, the two player mode is a bloomin' shame. what apity.

PROscore

GRAPHICS 56%
▲ Tom and Jerry, though a little on the small side, do look like the real thing.
▼ A distinct lack of character animations deflates the initial excitement.

SOUND 54%
▲ A re-mixed version of the original theme tune at the start of the game.
▼ An inferior supply of sound FX and limited background tunes – not good.

GAMEPLAY 62%
▲ Easing yourself into the game is simple and should be a doddle for everyone.
▼ Repetitive gameplay really makes for an overall dull adventure.

CHALLENGE 63%
▲ It has to be said, this is a tricky game and may well prove lengthy.
▼ Each of the three difficulty levels are similar and ultimately too boring.

58%

I really wanted to like this game but at the end of the day it's more of the same, just a little worse than normal. It doesn't even rate a snigger.

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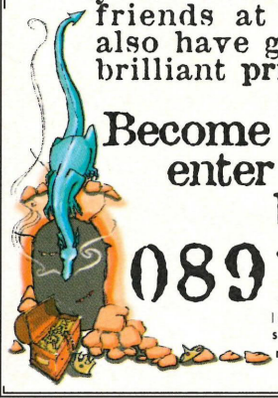

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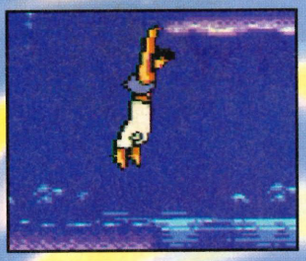
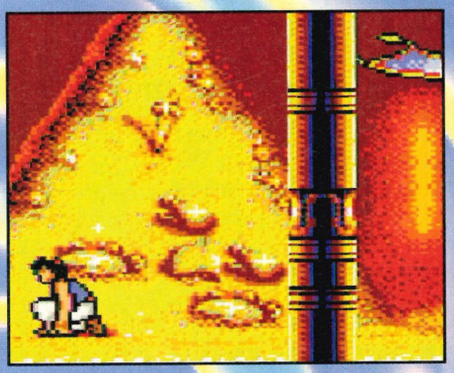
REVIEW SEGA PRO GAME GEAR

Disney's Aladdin

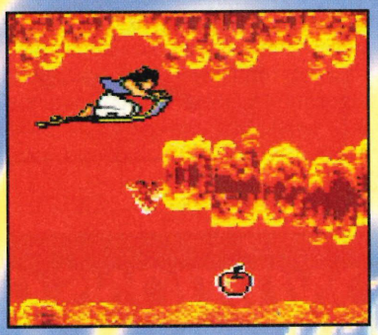
Aladdin isn't a particularly violent character. In truth he's just a plain softy who's starred in too many pantomimes. Still, it seems his appeal never dies: His film was a box office hit and the MD videogame was just brilliant. Now the Aladdin craze continues on Sega's hand-held. It's rumoured to be stronger in the market than a weakening MS so it's interesting to see just how well it has been developed on the crystal screen. Take a walk through the streets of Agrabah, then sample the Cave of Wonders before taking the living room rug out for a spin. Many of the scenarios have been carried over from the MD version. The question is though, how can this compare? Aladdin from the outside certainly seems like the ideal portable adventure...

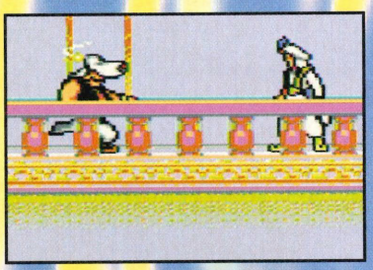
The chase is on! As Aladdin runs from one of the palace guards he must jump the barrels and avoid nasty holes in the ground to keep a good lead.





You don't grab any of the treasures in this room – they're all booby trapped (so leap over them carefully).





In the Palace there are many guards walking the platforms. Aladdin can put these Arabian cowards into a daze by lobbing rocks in their direction.

Starting in the familiar surroundings of Agrabah's streets Aladdin finds himself running from a guard. Barrels roll on the ground or drop from above, holes appear in the sandy streets, apples and bread loaves crop up to replenish energy – this ain't *Aladdin* on the MD! No dancing ropes to jump on, no Abu bonus levels, no witty animation sequences, no sword...it goes on. It would be okay if this GG version offered an some imaginative alterations to the playing style, but sadly it doesn't.

I'm disappointed with the 8-Mbit efforts on both the MS and GG. The levels play like an old-fashioned Spectrum game much of the time (later levels see Aladdin go through the easy and repetitive Cave of Wonders and Palace). Often screens are lifeless and when a falling rock or a crazy bat slows down Aladdin's progress it's only more of what's been seen before. It's such a shame the things Aladdin sees appear time and time again.

Graphically, Aladdin himself moves very well. He'll wobble on ledges, lever himself up a ledge, slide under narrow gaps and accelerate from a walk into a sprint. Admire this and the pretty backdrops, then scoff at the gameplay. It's old stuff that needs a bit of a re-vamp.

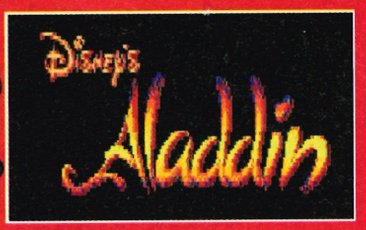
Fans of *Aladdin* will enjoy the animated story-screen sequences, the pretty backdrops and a lively sprite. It's quite good fun to play this a few times but it won't hold your staying-power for long. Finish this and it could end up on a car boot-sale list.

Mark "Three Wishes" Hill SP

PROTIP

THERE ARE PLENTY OF ROCKS. IF YOU SEE ONE ON THE SCREEN, COLLECT IT, THEN GO OFF THAT SCREEN FRAME. RETURN AND THE ROCK WILL APPEAR AGAIN. REPEAT THIS TO BUILD UP A STOCK.

SEGA
£29.99
OUT: NOW



CART SIZE:	4Mbit
PLAYERS:	1
STAGES:	6
SKILL LEVELS:	1
FEATURES:	continues
CONTACT:	Sega (071) 373 3000

PROview

NICK 6/10
The good animation and backgrounds lift an otherwise tired title.

PETE 6/10
Alright, but this won't keep you up for a thousand and one nights.

JASE 5/10
More big, colourful sprites without much good gameplay.

PROscore

GRAPHICS 87%
▲ The lively looking Aladdin sprite is a credit to the 8-Mbit machine.
▼ Expect to see the same rocks, keys, ledges etc. through many of the levels.

SOUND 75%
▲ The tinny tunes are typical of the Arabian scenario.
▼ Not a great deal of decent sound FX – mostly just standard platform blipping.

GAMEPLAY 62%
▲ Aladdin has a few different moves – sliding, hanging, sprinting and walking.
▼ Levels are dull with much of the design repeated throughout the game.

CHALLENGE 59%
▲ Finding your way around the palace is quite a challenge – it's like a maze.
▼ Much too simple with little in a level offering alternative challenges.

60%

A disappointing conversion from MD to GG. Graphics are pretty but this style of gaming is dull with a challenge that's far too easy.

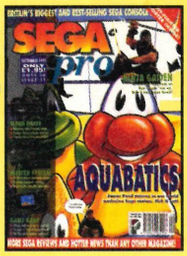
'VIZIER' LIKE 'CZAR' IS DERIVED FROM THE LATIN WORD 'CAESAR'.

SEGA PRO back ISSUES

Grab those issues you might have missed!

Issue 10 £2.00

Essential SegaPro shades come with this issue. As do crucial reviews of Batman (MD), Cadash (MD), Ferrari Grand Prix Challenge (MD), Splatterhouse 2 (MD), Taz Mania (MD), Super Monaco GP 2 (MS), Wimbledon (MS), Klax (GG), Marble Madness (GG), Olympic Gold (GG), Paperboy (GG), Popils (GG)



Issue 11 £2.50

It's a totally huge issue with an exclusive review of the game-cracking Game Genie device from Code Masters and heaps of reviews, including American Gladiators (MD), Aquabatics (MD), Gadget Twins (MD), Thunderforce IV (MD), Alf (MS), Chuck Rock (MS), Ninja Gaiden (MS), Aerial Assault (GG), The Viking Child (GG)...

Issue 12 £2.50

This month's superb issue comes with a free badge. Includes reviews of Alien 3 MD), Atomic Runner MD), Dungeons and Dragons MD), Evander Holyfield's Boxing (MD), Grey Lancer, Sports Talk Baseball (MD), Xenon 2 (MD), Twinkle Tale (MD, Putt & Putter (MS), Xenon 2 (MS). Also includes a preview of the heroic Superman plus many more...

Issue13 £2.50

Superb issue bundled with a free fact-packed buyer's guide to Sega games and add-ons. Exclusive reviews of Gods (MD) , Shining Force (MD), Predator 2 (MD), Super high Impact (MD), Super Smash TV (MS), The Terminator (GG) and many, many more. Also a fabulous round-up of the best beat-'em-ups around on all formats.

Issue 15 £2.00

Fantastic Christmas special featuring an essential 16-page pull-out Sonic 2 guide, a massive Sonic 2 poster and a superb Action replay code book. Reviews include Crüe Ball (MD), James Bond (MD), Black Hole Assault (CD), T2: The Arcade Game (MD), Pit-Fighter (MS), Batman Returns (GG), Taz-Mania (GG) and more!

Issue 16 £3.00

Bundled with this exclusive-packed issue is a fantastic video covering all Virgin's forthcoming releases and Datel's mighty Action Replay. Over 25 games are reviewed, including Time Gal (CD), Ecco (MD), Home Alone (MD), Micro Machines (MD), Streets of Rage 2 (MD), Toxic Crusaders (MD), Lemmings (MS), Aline 3 (GG)...

Issue 17 £2.50

You'll find an exclusive look at Global Gladiators in this issue together with fully-detailed incredible reviews of After Burner III (CD), Road Blaster FX (CD), Chakan (MD), Mega-lo-Mania (MD), Shinobi III (MD), Teenage Mutant Ninja Turtles (MD), Strider II (MS), Taz-Mania (MS), Shinobi II (GG), Streets of Rage (GG) and many, many more.

Issue 18 £2.00

Yee-ha! Snap up the action in this bursting Easter special. Not only do you get a Switchstix with the issue (a device which converts your joypad into a joystick), but 22 scorching reviews. Included in the many reviews are Hook (CD), Sherlock Holmes (CD), Another World (MD), Superman (MD), Tecmo World Cup '93 (MS)...

Issue 19 £2.75

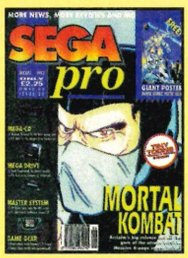
Read the exclusive review of Cool Spot on the Mega Drive inside. Plus Night Trap (CD), Captain America (MD), Fatal Fury (MD), Mutant League Football (MD), Paperboy 2 (MD), X-Men (MD), Land of Illusion (MS), Rainbow Islands (MS), Streets of Rage (MS), Spider-Man 2 (GG), The Humans (GG) and plenty more!

Issue 20 £3.00

An impressive package. Not only a 100-page magazine bursting with exclusive information, but a 100-page A-Z tips book too. Unbeatable value. Reviews include Final Fight (CD), Jaguar XJ220 (CD), Wolfchild (CD), Battletoads (MD), Flintstones (MD), Shining Force (MD), Andre Agassi Tennis (MS), Global Gladiators (GG)...

Issue 21 £2.75

Be amazed at the eight-page poster pull-out on the most awaited game of the year, Street Fighter II. And then read essential, fact-packed reviews of Marky Mark: Make my Video (CD), Willy Beamish (CD), Andre Agassi Tennis (MD), Captain Planet (MD), Muhammed Ali (MD), Tecmo World Soccer (MD), Home Alone (MS), Master of Darkness (GG)...



Issue 22 £2.75

Mortal Kombat special. The first full look at this monster game together with a giant poster featuring exclusive Mortal kombat artwork. Inside you'll find previews of Jurassic Park and every game on show at the CES in Chicago. Reviews include Batman Returns (CD), Switch (CD), Snow Bros (MD), Strider II (MD), GP Rider (MS) and many more!

Issue 23 £3.00

Amazing new-look SegaPro which comes with an essential Street Fighter II T-shirt transfer (three designs to collect; only one with each issue)! 116-pages of pure adrenalin, 27 full reviews, 4 pin-up SF II posters. Reviews include Devastator (CD), Ecco (CD), Make my Video: INXS (CD), Night Striker (CD), General Chaos (MD)...

Issue 24 £2.75

Packed 116-page issue featuring 25 top reviews. Included in the line-up are Silpheed (CD), Bart's Nightmare (MD), Chuck Rock 2 (MD), Fantastic Dizzy (MD), Haunting (MD), Shinobi III (MD), F1 (MS), Wolfchild (MS), Andre Agassi Tennis (GG), Mortal Kombat (GG), James Pond II (GG), Star Wars (GG)...

Issue 25 £2.75

Packed 116-page issue featuring 25 top reviews. Included in the line-up are Silpheed (CD), Bart's Nightmare (MD), Chuck Rock 2 (MD), Fantastic Dizzy (MD), Haunting (MD), Shinobi III (MD), F1 (MS), Wolfchild (MS), Andre Agassi Tennis (GG), Mortal Kombat (GG), James Pond II (GG), Star Wars (GG)...

Issue 26 £2.75

Packed 116-page issue featuring 27 top reviews. Included in the line-up are Sensible Soccer, Sonic Spinball, John Madden '94, Chuck Rock 2, Zombies Ate My Neighbours,Landstalker, James Pond 3, Desert Strike (MS), Terminator 2 (MS) and loads more stuff that's just too good to mention...

Issue 27 £3.25

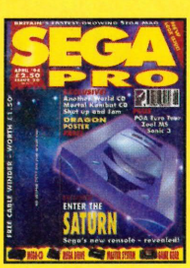
Packed 116-page issue featuring 21 top reviews. This month we took a squint at the perennial Dragon's Lair, Aero the Acrobat, Lethal Enforcers, Microcosm and the brilliant FIFA International Soccer. But better than that, we announced the best game of the year and provided our biggest-ever free book! Phew.

Issue 28 £2.75

There's no stopping SegaPro when it gets in its stride. So we just had to beat everyone to the world's first look at Mad Dog McCree, Ren and Stimpy, as well as in-depth looks at Dune II: Battle for Arrakis, Mean Bean Machine, Sensi Soccer for the Master System and, oh... you'll just have to buy it to find out!

Issue 29 £2.75

The big news from Sega this month was the release of Virtua Racing and Sonic 3, two games previewed in-depth to check the hype from the tripe. Also, we gave away free stickers of Tengen's Dragon's Revenge pinball game and checked out Eternal Champions, Micro Machines (MS) and NHL Hockey (CD).



Issue 30 £2.75

A new look this month and yet another freebie – this time a cable winder for your joypad. But the main story was the first in-depth look at the Saturn, an exclusive first look at Another World II on CD and an exclusive squint at the mighty Mortal Kombat on the Mega CD! With games like these it's no wonder we're the best!

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READERSHIP SURVEY 94

A new year, a new look and a new survey! We know how much you all love filling in these pointless things (well, pointless for you!) but we need the info to make the best Sega mag even better! So if you love the new look or loathe it, please write in and let us know. There's a T-shirt in it for the first 10 people out of a hat.

Please tick the relevant box.

A
In which area do you live?

1 ☐ Scotland
2 ☐ Northern Ireland
3 ☐ Wales
4 ☐ North England
5 ☐ West England
6 ☐ East England
7 ☐ South England
8 ☐ SW England
9 ☐ SE England
10 ☐ Outside UK

B
How old are you?

11 ☐ Under 10
12 ☐ 10-14
13 ☐ 15-17
14 ☐ 18-21
15 ☐ 22-27
16 ☐ 28-35
17 ☐ 36-50
18 ☐ Over 50

C
Are you:

19 ☐ Male
20 ☐ Female

D
Are you:

21 ☐ At school
22 ☐ At college
23 ☐ Unemployed
24 ☐ Employed (job title)
.....
25 ☐ Self Employed (business type)
.....

E
My weekly earnings are:

26 ☐ Zippo
27 ☐ Under £20
28 ☐ £20-£50
29 ☐ £51-£100
30 ☐ £101-£200
31 ☐ £201-£350
32 ☐ £351-£500
33 ☐ Over £500

F
How often do you play your games?

34 ☐ 2-3 hours a week
35 ☐ 4-8 hours a week
36 ☐ over 8 hours a week

G
If you own more than one Sega machine, which ones do you still regularly use?

37 ☐ Mega Drive
38 ☐ Master System
39 ☐ Game Gear

H
How much, on average, do you spend on software purchases each month?

40 ☐ Nought
41 ☐ Under £20
42 ☐ £20-£30
43 ☐ £31-£50
44 ☐ £51-£70
45 ☐ £71-£100
46 ☐ Over £100

I
How many cartridges do you own?

47 ☐ 1
48 ☐ 2-4
49 ☐ 5-8
50 ☐ 9-14
51 ☐ 15-20
52 ☐ Over 20

J
How many cartridges do you intend to buy over the next year?

53 ☐ 1
54 ☐ 2-4
55 ☐ 5-6
56 ☐ 7-8
57 ☐ 8-12
58 ☐ Over 12

K
How do you buy your games?

59 ☐ Mail Order
60 ☐ High Street Store
61 ☐ Specialist Store
62 ☐ Second hand

L
Why do you buy your games this way?

.....
.....
.....
.....
.....

M
What single factor most influences your decision to buy a magazine?

63 ☐ Cover price
64 ☐ Gift
65 ☐ Front cover
66 ☐ Contents
67 ☐ Other (please specify)
.....
.....
.....
.....

N
How many people, on average, read your copy of SegaPro?

68 ☐ Only myself (1)
69 ☐ 2
70 ☐ 3-5
71 ☐ More than 5

O
How frequently do you intend to buy SegaPro?

72 ☐ Through subscription
73 ☐ Every issue
74 ☐ Issues with cover gifts
75 ☐ Issues without cover gifts
76 ☐ Occasional issues
77 ☐ Never again

CONTINUES OVER ➤

SEGA PRO

READERSHIP SURVEY 94

SEGA PRO

P

How many hours per week do you spend playing games?

78 ☐ Up to 2 hours
79 ☐ 3-5 hours
80 ☐ 5-10 hours
81 ☐ More than 10 hours

Q

What magazines do you read regularly (please rate)?

		% Rating
82	%	SEGA PRO
83	%	Sega Power
84	%	Mean Machines Sega
85	%	Mega Machines
86	%	Sega Zone
87	%	Games Master
88	%	CVG
89	%	Mega
90	%	MEGA POWER
91	%	Mega Drive Adv. Gaming
92	%	Mega Action
93	%	Sega magazine
94	%	Sega XS
95	%	Megatech

R

What do these magazines offer that SEGAPRO doesn't? (Please write:)

.....
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S

Do you prefer the magazine the way it was or is now?

96 ☐ Was
97 ☐ Is now

T

Please rate SEGAPRO by section (write % score)

98	%	Front Line
99	%	Previews
100	%	Reviews
101	%	Features
102	%	Tips
103	%	Profile
104	%	Protest

U

If you could do one thing to improve SEGAPRO, what would it be and why? (Please write:)

.....
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V

Which other non-games magazines go you read (Please write:)

.....
.....

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.....
.....

Y

Do you watch satellite TV?

181 ☐ Yes
182 ☐ No

Z

What is your favourite programme on these channels? (Please write:)

183 BBC1 .....
184 BBC2 .....
185 ITV .....
186 Channel 4 .....

W

Which of the following items do you own or intend to buy over the next year?

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Saturn	122 ☐	140 ☐	158 ☐	176 ☐

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How do you feel about the worth of advertisements in SEGAPRO?

177 ☐ Very important
178 ☐ Quite important
179 ☐ Slightly important
180 ☐ Not important

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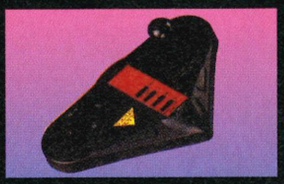

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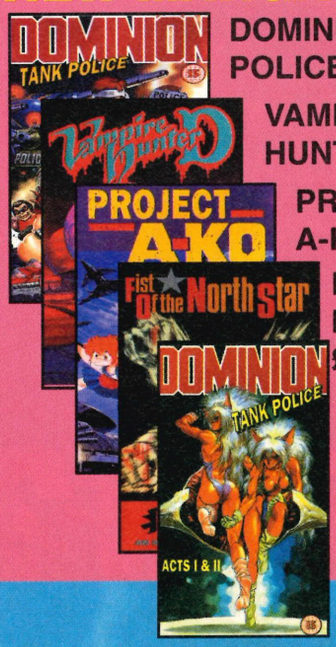

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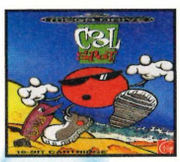

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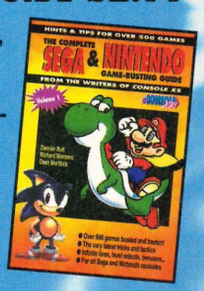

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SEGA PRO MEGA DRIVE TIPS

PRO TIPS PRO TIPS

Is there a recent title that you just can't complete? Fed up with reading the same old tips in other mags? Look no further than this space. We aim to provide you with an up-to-date service on all the latest tricks of the trade. With our research and your help we can produce the most comprehensive tips pages you'll find anywhere! We say good-bye to Jason's tips service this month and welcome a new tipster; Mark Hill. From now on, if you've got tips to offer he's the man to send them to. Letters to the usual address:

PROTIPS,
SEGAPRO,
Paragon Publishing Ltd,
Durham House,
124 Old Christchurch Rd,
Bournemouth,
BH1 1NF.

SEND US YOUR PHOTO!

If you want your mug splashed over the tips pages then send it in with your tips. The wackiest photo will win a free cart given away by the sponsor.

OVER THE PHONE

If you wish to call Mark and give him a tip then dial (0202) 299900 and let him know what you have to offer. You are still entitled to win a free cart if the tips you give over the phone are good enough.

REMEMBER!

Always give as much info about your tip as possible. Always say which levels any passwords take you to or what an action replay code is for.

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NICE ONE TENGEN

A big hand goes out to Tengen for sponsoring this month's tips section. They will be dishing out free copies of Dragon's Revenge to the readers who send in the best tips. With our new sponsorship deals we will be hoping to bring you some great prizes over the coming months. Remember, we are always looking for the hottest tips on the newest titles!

TENGEN

MEAN BEAN MACHINE

LEVEL CODES

Peter Boyle of **Leicester** will receive a copy of *Dragon's Revenge* for sending in an illustrated list of the *Mean Bean* passwords.

Just for the fun of it, here are a few 'Bean' phrases: just bean, Mr Bean, bean and gone, baked bean, kidney bean, must-of-bean, bean on the run, bean to be wild, bubba bean and the beano bunch, bye bye bean, bean on the beat.

Have you got any Mean Bean phrases? If so then send'em in. We'd be glad to print the best!

TENGEN CART WINNER

Every month we are now going to pick out a really sad cheat and put it in a special boxout. Watch what you send because any old tips or tips that are just useless or too obvious are likely candidates to appear in the tip sin-bin!

This month's sad tip award has to go to Daniel Platten in Norfolk. He sent in a tip for *PGA Tour Golf* . He says: If you want to do well, save your score after every hole using the save and restore game options from the menu. Any bad holes can be forgotten by restoring the game to the point where you were doing really well.

Sorry Daniel but this tip is rather obvious and besides, it's a very sad way of cheating at PGA anyway.

SAD TIPS BIN

SONIC 2

SONIC ID QUIRK!

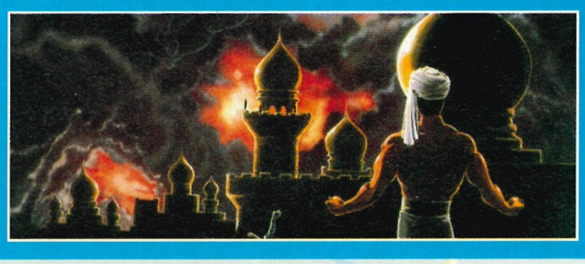
On the title screen, push DOWN, DOWN, DOWN, LEFT, RIGHT and A. This will bring up a sound test screen with three headings. The headings are FM, PCM and DA. By giving these headings a value and playing them, the following will appear.

FM 07 PMC 07 and DA 07 – A special stage that shows Sonic running towards a giant Robotnik.
FM 42 PMC 03 and DA 01 – Sonic the DJ.
FM 46 PMC 12 and DA 25 – Sonic background.
FM 42 PMC 04 and DA 21 – Future Sonic.
FM 44 PMC 11 and DA 09 – Manga Sonic.

PRINCE OF PERSIA

PASSWORDS

Level 2	MTUEZQ
Level 3	TYZJED
Level 4	AEFRTH
Level 5	HJKWYT
Level 6	OOPEOY
Level 7	DEFUUN
Level 8	QYZOMS
Level 9	QYZPWR
Level 10	QYZQGR
Level 11	QYZRQQ
Level 12	QYZSAQ
Level 13	QYZTKP
Level 14	QYZUUO
Level 15	QYZVEO
Level 16	QYZWON



GLOBAL GLADIATORS

INFINITE LIVES AND ENERGY

When the Virgin logo appears wait for the bit of sampled speech. During the speech input the following button sequence: ABCBACABCBAC. You should now have infinite lives and energy.

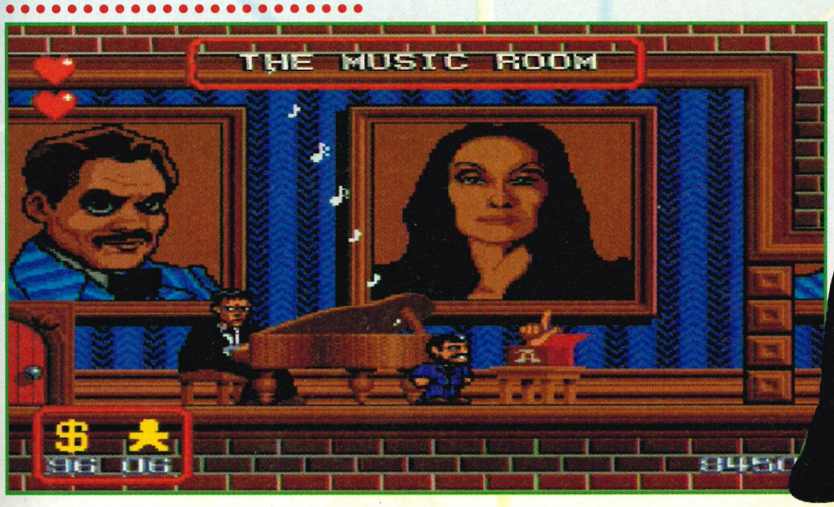
THE ADDAMS FAMILY

PASSWORDS

Stuck on the *Addams Family*? Here are some passwords to help you out:

&1YK4	V&s1H
?1H1T	VDHK4
?&91Z	VLKKV

Nick Dunkin, Grimsby



SEGA PRO MEGA DRIVE TIPS

PRO TIPS

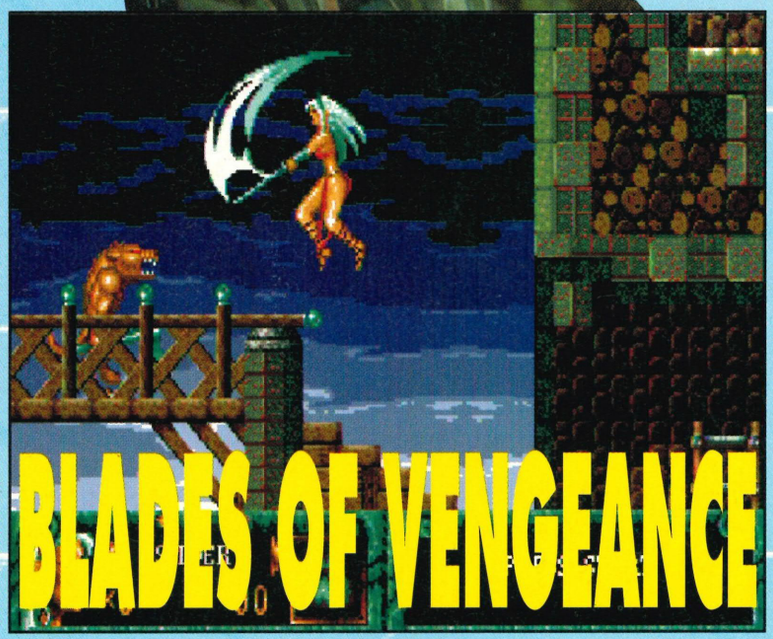
HIDDEN DOOR

This great cheat will allow you to progress to any level in the game. At the last door on level 1, do a super jump at the left edge of the door. You will end up on a special hidden pixel! Now jump right and continue jumping straight up about three times to find the hidden door. Use this hidden door to access any level and collect special items.

FIDO DIDO

PASSWORDS

Level 2	ALLISFAIR
Level 3	SOFTWAREWOLF
Level 4	BONETOPICK
Level 5	FEAROFFLYING



BLADES OF VENGEANCE

MICRO MACHINES

CHEAT MODES

GO FASTER
Pause the game and press UP, DOWN, A, B, LEFT, RIGHT, C and START.

HARDER GAME
Pause the game and press LEFT, RIGHT, LEFT, RIGHT, UP, DOWN, START and DOWN.

ENHANCED TRACTION
Pause the game and press A, UP, B, DOWN, C, LEFT, START and RIGHT.

THUNDERFORCE IV

99 LIVES

When the word Sega is displayed, press A, B, C and START at the same time. Now go to stock ship and enter the value Ø. You will now have 99 lives.

GAUNTLET IV

PASSWORDS

From the options screen select 'quest mode' and then the 'continue' option to allow you to enter these passwords. Ensure you select the correct character before entering the data.

Thor, the Warrior:
YL0G: J4E97 X–TE8
68X0P W09+W 3+CX1
This will give you over 20,000 units of health, loads of items and access to the castle.

Thor, the Warrior:
Y6TDR 7G0RL 94TE9
47CD5 A4X6R 3+CLP
This will let players tackle the towers and the tower dragons single-handed with enough health to win.

Questor, the Elf:
9FYWR MP7:9 90JU–
XP+5X +KDP= –C3RH
This will give the Elf a lot of extra power.

Thyra, the Valkyrie:
:ECTM L–FU9 F9994
=135G –8+0T X4M:Y
This will give Thyra many different strengths.

Trevor Lynn, West Croydon.

TENGEN
CART WINNER

WIZ 'N' LIZ

NEW LEVEL

There are three levels on the main game: Apprentice, Wizard and Sorcerer. You can, however enter a fourth level called Super Wizard. To access this level do the following:
Press START and pause the game. Now hold down A, B and C. Then press START twice. You should now hear a voice shout 'yeah'. Returning to the options screen you'll now see the new Super Wizard level.

Steve Smith, Newport

Pro ACTION REPLAY
Designed and Manufactured by DATEL ELECTRONICS

SONIC 3

0001F04500
Lets you play the US version on UK machines at the correct speed setting.
0001F04A00
Lets you play the US version on Japanese machines.
FFFE120005
Infinite lives.
FFFE210063
Unlimited rings.
FFFFFA0001
Change Sonic into any graphic and place new parts on each level.
FFFFB1000X
Number of gems collected (replace X with a number between 0 and 7).

ETERNAL CHAMPIONS

FFABEF0068
Infinite energy player 1.
FFAABB0068
Infinite energy player 2.

G-LOC

FF45A20040
Infinite time.
FF4A480020
Air to air missiles.
FF4A4A0020
Air to ground missiles.

GREATEST HEAVYWEIGHT

FF1A0000D
Infinite power.
FFF1A2000D
Infinite speed.
FFF1A4000D
Infinite Stamina.
FFF1A6000D
240 Million dollars after you win 1 fight
(the above code works for career mode only).
FFF0000000
Always win.

MORTAL KOMBAT

FFCC4B0046
Makes player 2 stay on the same spot.

TAZMANIA

FFD4CB0002
Protection against all the different enemies while the switch is on.

DIAL-A-TIP

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• THE ORIGINAL AND THE BEST •

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(SAY 'YES' FOR SEGA)

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CONSOLE CHEATS'N'TIPS	0891 445772
CONSOLE HOTLINE	0891 445771
ULTIMATE QUEST (COMPETITION)	0891 445938

ALL CHEATLINES ARE UPDATED EVERY WEEK!

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CHAOS ENGINE/SOLDIERS OF FORTUNE	0891 445936
JUNGLE STRIKE/DESERT STRIKE	0891 445957
CHUCK ROCK 2	0891 445942
STREETFIGHTER 2: (INC. TURBO ED.)	0891 445940
SHADOW OF THE BEAST 1,2&3	0891 445943

FOR FREE MEMBERSHIP TO OUR CHEAT CLUB

DIAL 0891 445 939

IF YOU'RE STUCK IN A GAME, WHY NOT TELL ME YOUR PROBLEM AND SEE IF I CAN HELP YOU?? FOR A PERSONAL ANSWER-

DIAL 0891 445 768

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CHEAT MODES

The following cheat modes can be activated by doing the following. First start playing the game, then select pause and hold the START button down. Keep START pressed down and input the following using the D-Pad and ABC buttons:

EXTRA LIFE

DULLARD – DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN
Adds one extra life.

SET ENERGY

BARRACUDA – B, A, RIGHT, RIGHT, A, C, UP, DOWN, A
Sets the energy to six (only three bars will be displayed) and adds 30 to the time.

LEVEL SELECT

CRABBALLAD – C, RIGHT, A, B, B, A, LEFT, LEFT, A, DOWN
Activates the level select. On releasing the START button the first two digits can be set to the world and level numbers. Press A + B + C while paused to return to the title page and the game will start on the requested level.

MAX ENERGY AND TIME

RADARBLUR – RIGHT, A, DOWN, A, RIGHT, B, LEFT, UP, RIGHT
This sets the energy and time cheat. Next time a new life is started Zool will have 240 units of energy (again only three bars displayed) and the time will start at 999!

ZOOL

PRO TIPS PRO TIPS PRO

NIGHT TRAP

SPECIAL ENDING

At the end of the game, as the titles roll, you will come across a dedication screen. When the photo comes up tap in the following:

Push UP on the D-Pad, hold and press A, A, A, A and A.

By doing this you will be able to watch some people sitting around a table talking about the original concept of *Night Trap* (good grief!).

Peter Charlton, Newcastle

CHUCK ROCK 2

LEVEL SKIP

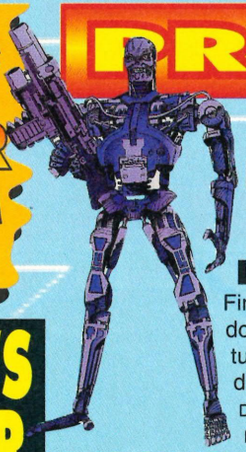
Start the game as normal and then press pause. Now input the following using the D-Pad and ABC buttons: B, A, RIGHT, C, A, B, A, LEFT. Then unpause the game and press pause again. Hold down A then push the D-Pad LEFT, RIGHT, UP or down to skip through levels backwards and forwards.

KEIO'S FLYING SQUADRON (JAP)

HIDDEN GAME

To access the hidden game within *Keio* go to the main options screen and press the following on the D-Pad: RIGHT, UP, DOWN, UP, DOWN, UP, RIGHT, DOWN, LEFT, UP and START.

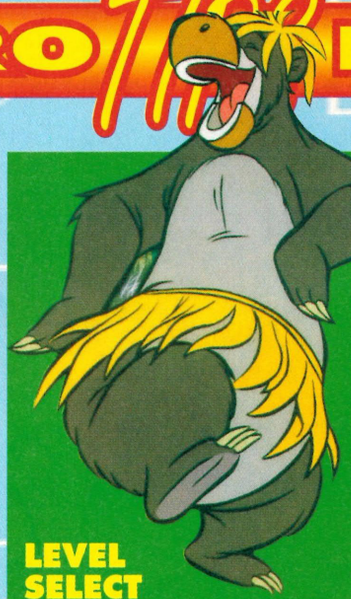
PRO TIPS PRO TIPS PRO



TERMINATOR

LEVEL SELECT

First go to the Terminator title screen. Then hold down button 2 and tap button 1. When the screen turns black use the D-Pad to enter the following directions: LEFT, LEFT, UP, UP, RIGHT, RIGHT, DOWN, DOWN. the letters Z0 should now appear. Press LEFT or RIGHT to select a level.



JUNGLE BOOK

LEVEL SELECT

When the second Disney screen appears (gold) enter the following using the D-Pad: UP, DOWN, UP, DOWN, LEFT, RIGHT, LEFT, RIGHT. You can now select any level.

ROBOCOP VS TERMINATOR

WEAPONS SELECT

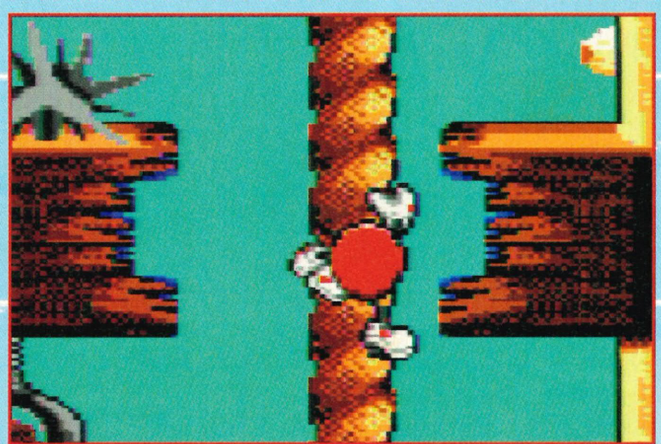
Start the game as normal, then press PAUSE. Now press UP and 1, UP and 2, UP and 2, UP and 1, DOWN and 2, DOWN and 1, DOWN and 1, DOWN and 2. After this you can cycle through the weapons.

EXTRA LIVES

Again pause the game and press UP and 1, DOWN and 1, DOWN and 1, UP and 2, DOWN and 2, UP and 2, UP and 1, UP and 1. You'll now have 9 lives when you unpause the game.

LEVEL SKIP

Pause the game and press DOWN and 2, DOWN and 1, UP and 2, DOWN and 2, DOWN and 2, UP and then 1, DOWN and 2, UP and 1. Simply unpause the game to skip a level.



COOL SPOT

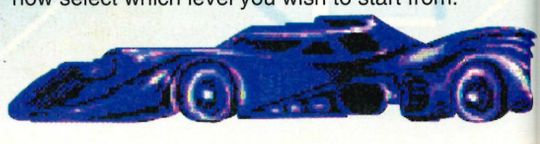
EXTRA LIVES AND SHIELDS

On the options screen move the arrow to the music option but DON'T select it. Using the D-Pad press the following: LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, LEFT, RIGHT, LEFT, RIGHT. You should now be able to select extra lives and shields.

BATMAN RETURNS

LEVEL SELECT

On the title screen press UP-LEFT diagonal and keep buttons 1 and 2 pressed down. You can now select which level you wish to start from.



JUNGLE BOOK

LEVEL SELECT

When the Walt Disney Logo fades away, press UP, DOWN, UP, DOWN, LEFT and RIGHT on the D-Pad. You will hear a jingle. Go to the options and change them to your liking, then exit and press START. Press LEFT and RIGHT to select a level.

GLOBAL GLADIATORS

LEVEL SELECT

On the options screen move the arrow to the second option. Then use the D-Pad to input the following directional sequence: LEFT, RIGHT, LEFT, RIGHT, LEFT, LEFT, RIGHT, RIGHT, LEFT, RIGHT. You can now select a level.

CHEATS/TIPS/HELP/CHEATS/TIPS

BUST THEM GAMES OPEN WITH THE CONSOLE HELPLINE

0891 318 401 .Sonic 3, The New Game review, cheats + help
0891 318 410..Sonic 3, The New Game review, cheats + help
0891 318 400 .....INFORMATION LINE HELPLINE
0891 318 402 .....GAME GEAR Cheatline
0891 318 403..... DESERT STRIKE & TERMINATOR I & II
0891 318 404 .....STREETS OF RAGE 2 & 1 Cheats & Help
0891 318 405 .....SONIC II & I Cheats & Help
0891 318 406 .....GOLDEN OLDIES
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SONIC CHAOS

SPEED CHEAT

To get a speed of 99Km/h, finish the level in 21 seconds with 10 rings!

STREETS OF RAGE

LEVEL SELECT AND INVINCIBILITY

For a level select or invincibility option, go to the options screen and choose sound test 11. As the tune plays press buttons 1 and 2 down together. The new options will appear allowing the cheats to be activated.

Ryan Davies, Carshalton

SUPERMAN

LEVEL SKIP

First get a high score so you'll appear in the high score table. Where you'd normally enter your name type ZAQ instead. Then hold buttons 1 and 2 down for two to three seconds to skip levels.

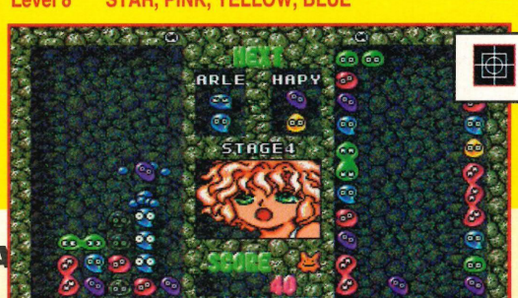
MEAN BEAN MACHINE

PASSWORDS

Level 2	BLACK, BLUE, RED, STAR
Level 3	YELLOW, BLUE, PINK, BLUE
Level 4	RED, PINK, BLACK, GREEN
Level 5	BLUE, BLACK, BLACK, STAR
Level 6	STAR, PINK, BLACK, YELLOW
Level 7	BLUE, RED, BLACK, STAR
Level 8	STAR, PINK, YELLOW, BLUE
Level 9	BLUE, STAR, YELLOW, PINK
Level 10	BLUE, YELLOW, RED, GREEN
Level 11	PINK, BLUE, BLACK, YELLOW
Level 12	PINK, BLUE, RED, STAR
Level 13	YELLOW, RED, GREEN, BLUE

End Sequence (puzzle mode):
RED, GREEN, STAR, STAR

Jonathan Nickson, Newcastle



TENGEN

CART WINNER

PRO ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS

ASTERIX

00C08B01
Bombs from the start.
00C09F50

DINOBASHER

00CD5803
Infinite lives

INDIANA JONES AND THE LAST CRUSADE

00C9C130
Infinite energy.

OPERATION WOLF

00C11906
Infinite grenades.

SONIC THE HEDGEHOG 2

00D50213
Glider from the start.
00D52876
Sonic runs on his hands.

TIPS SEGA PRO HELP

PRO HELP PRO HELP

Hello, welcome, make yourself comfortable and I'll tell you a story. Not too long ago I was walking down the street when someone shouted out "Oi! Aren't you that guy from SegaPro?" Me? No way matey, I'm not going to fall for that one! There was no escaping this loud-mouthed youngster and instead of praising SegaPro, he asked me if his letter for ProHelp had been printed. Well, just for you here's your answer. If you're struggling on any game on any Sega format drop me a line and hopefully we can sort it out. Write to Jason at:

PROHELP, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

INDEX

MEGA DRIVE

CASTLE OF ILLUSION
DUNGEONS AND DRAGONS
FIFA INT. SOCCER
FLASHBACK
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QUACKSHOT

MEGA CD

DRAGON'S LAIR
LUNAR: THE SILVER STAR

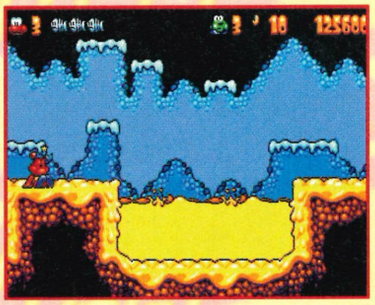
GAME GEAR

MEAN BEAN MACHINE

WIN AN EXCLUSIVE SegaPro T-SHIRT

Q Could someone possibly help me, please? I am a proud owner of a Sega Mega Drive II and a regular games player. I have a major problem with *Dungeons and Dragons – Warriors of the Eternal Sun*. I can get into the cave just past the volcano, but I cannot go past the dragon because it's too cold. I have made many attempts to get through the volcano lava to reach that cave, so I am sure you can imagine my frustration. Do you have anything at all that will help me through this area and any other part of the game?
Mrs Long, Bristol

Q Do you have any cheats for *James Pond 3* on the Mega Drive? I can get so far into the game, but I still can't find the beacon on the Shimeshold level. What do I do and do you have a password to help me through the whole game?
Mr Shaw, Warrington

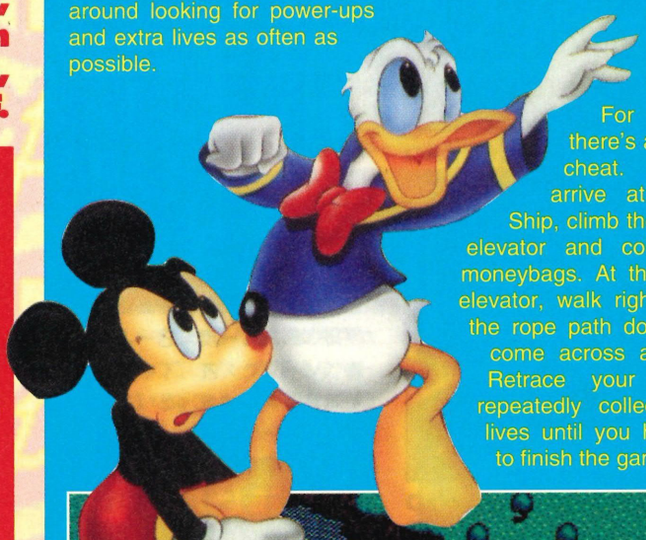


A Here is a password to enter almost every level of *James Pond 3*: Blue skull, red moon, red moon, red UFO, green rocket, yellow cake, red star, blue hand, red moon, yellow bottle, red book, green heart, green mushroom, yellow dog, red fish, blue mushroom, red boot, red fish, blue sweet, red pick-axe.

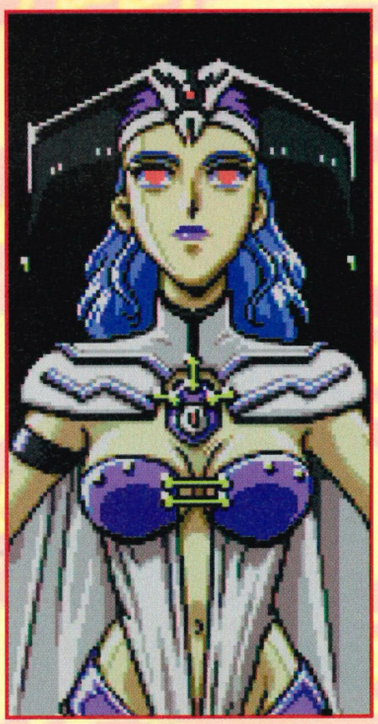
Q We bought our two young sons a Sega Mega Drive for Christmas. Can you tell me how to skip through levels so that they can play whichever level they want? The two games are *Castle of Illusion* and *Quackshot*.
Mrs Taylor, Bolton

A For a start I don't believe for one moment that these cheats are for your sons, we all reckon they're for you and that neither you nor your husband have the nerve to admit you are games addicts. Anyway, enough of the cheap shots, how about these tips to take you (oops – I mean your sons) into the later levels:

In *Castle of Illusion* there's very little in the way of cheats and the best advice I have is to search around looking for power-ups and extra lives as often as possible.



For *Quackshot* there's an extra lives cheat. When you arrive at the Viking Ship, climb the mast in the elevator and collect all the moneybags. At the top of the elevator, walk right and follow the rope path down. You will come across an extra life. Retrace your steps and repeatedly collect the extra lives until you have enough to finish the game.



Q Help me ProHelp, I cannot sell the diamond that the dragon gives me in the opening part of the adventure game *Lunar: The Silver Star*. Can you please explain why this is so and tell me when I can actually sell the jewel?
The Sandwich Shop Man, Bournemouth

A You must try and sell the diamond in your home town before the woodcutter will repair the bridge.

Ask around the shops and you will find that there is no chance of shifting it. So, continue until you reach the main town and go to the jewellers where an unhelpful shop assistant will run off into the deadly sewers. Now the fun really begins, I can tell you!

PRO HELP PRO HELP PRO HELP

Q I'm having trouble on *Flashback* and I was wondering if you can help me. I can't get off level two. I have the work permit and completed a few of the jobs but when the screen is red and the place is blowing up, I can't put the card into the terminal. It just won't go in even after pressing A, B or C. Can you help?

Stuart Moore, West Midlands

A To exit level two of *Flashback* you must complete five jobs. Firstly, collect a package from the shop in Asia and take it to Titan travel in Africa. Then, escort the VIP to the lab in the restricted area. Thirdly, Go to America and talk to the guy in the bar, and talk to the cop and the informer.

Kill the copper on the second level for the key and enter the secret room.Job four is a little tricky as you must transport yourself to the reactor and replace the defective chip. Finally, make safe the surrounding area by killing all the mutants. At the door, shoot the hovering silver ball and you will now be able to exit to the third level by using the key you found earlier.

Q Please can you help me on *FIFA International Soccer*. I have completed the game in playoff mode with Germany, Italy, Holland and EA Sports. Please could you give me the passwords for the semi-finals and the final with any of these teams. Thanks.

James Clark, Exeter

A As you will have noticed there was a complete guide to playing *FIFA Soccer* last month, but if you're still stuck enter the following passwords to jump to the relevant final:

Argentina vs Germany
Z2NWC7PP
Brazil vs Argentina
W45WH9J*
EA Sports vs Germany
0RYCW7PV
Germany vs Israel
0BVWW9PS
Holland vs Uruguay
1J8BY8DW
Italy vs Wales
0WKW38CM

WIN AN EXCLUSIVE SEGAPRO T-SHIRT

Q I am completely trashed-out and infuriatingly stuck on the Game Gear version of *Mean Bean Machine*. Can you help me before I end up going totally insane and causing a mass pile-up on the M2 just as I die at the end of a level?

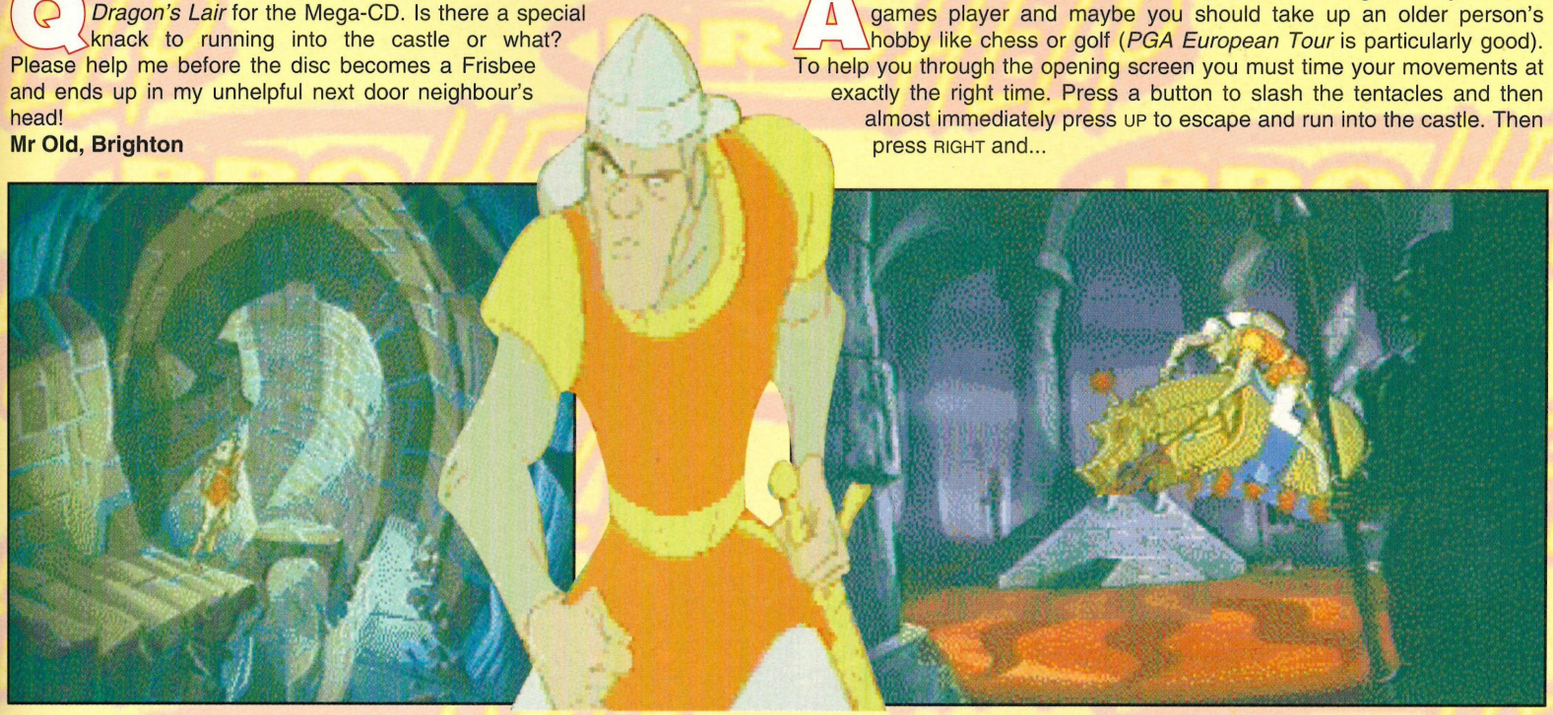
David Engleton, Portsmouth

A **Tut, tut, you're not playing *Mean Bean* while driving, are you? Just for that I'm going to make your life even more miserable and ask a reader to send in their selection of hints and tips. See ya, good luck and remember to keep at least one eye on the road!**

Q I am totally baffled on the opening screen of *Dragon's Lair* for the Mega-CD. Is there a special knack to running into the castle or what? Please help me before the disc becomes a Frisbee and ends up in my unhelpful next door neighbour's head!

Mr Old, Brighton

A It would appear you have a severe case of being a totally useless games player and maybe you should take up an older person's hobby like chess or golf (*PGA European Tour* is particularly good). To help you through the opening screen you must time your movements at exactly the right time. Press a button to slash the tentacles and then almost immediately press UP to escape and run into the castle. Then press RIGHT and...



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*Well, apart from sex and drugs (obviously).

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LETTERS SEGA PRO PRO TEST

PROTEST!

CONTACT

We get an Everest of mail every day so much so that a large part of our time is spent sorting it into the correct bundles.

Send all submissions to the proper department (see below) at:

SEGAPRO,
Paragon Publishing,
Durham House,
124 Old Christchurch Rd,
Bournemouth BH1 1NF.

PROTEST

The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, some poor guy needing help with their console and probably just about anyone who needs advice on console specific problems.

You can ask what games will be available or how to get in contact with a company but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SEGAPRO T-shirt but only witty, cheeky or lively submissions are even considered – you can't win a T-shirt by asking for some advice!

PROART

Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it returned, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art wins a SEGAPRO T-shirt!

PROTIPS

There are so many types of tips which can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So get sending!

PROHELP

Our revitalised section is bigger and better than ever! If you're stuck on a level, can't kill the boss or are totally lost, drop us a line with details of your problem.

PROSCORES

No prizes here but you get your high score branded around the country.

It's back, it's big and it's bad... Yep, it's another Protest which has to be good news. You know, often I sit at my desk wondering if people are as deeply affected by the whole gamesplaying experience as I am. Which kind of makes me think I should be getting out a bit more. Anyway, here it is, the latest musings and ramblings from the Sega games playing world!

Send your letters to:

Nick Merritt,
ProTest,
SEGAPRO,
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124 Old Christchurch Rd,
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BH1 1NF.

IT'S A FIX!

I really really like your mag and I have every issue since Sega Pro #11. But I do have one complaint – why oh why do you have to put instant wins in your mag? It says that you can win a Mega Drive and Mega-CD but everyone knows that it is all a big fix (well, anyone who's sane). So please, please, please take them out. I mean, why not put a review in its place?

Paul Ashley, Harpendon

Phew. Steady on! A fix indeed. Well, the reason we do compos is because our readers want them! So we do our best to provide a variety of prizes, from smaller ones (like books or games) to bigger ones. Anyway, I don't know what you mean about the compos being a fix – as you can see this issue, we're printing the results of previous compos, with more to follow next month. So don't despair – you'd be very surprised at how easy it is to win!

NEW LOOK JOY

Yep, it's suck-up time here, but I have no choice. You see, I've just seen your redesign and to be quite honest, it's bl**dy brilliant. You're lucky though because I was going to complain about you guys not being able to make up your minds over the last few months – I mean, I know you said several months ago that you were taking a root and branch look at the mag and I was getting a bit confused – Previews in or out, Short Reviews going, page numbers and all that stuff but you've justified my faith in you. Hallejulah!

Anyway, straight to the point: Don't you think devoting four pages to previews is a bit much when you are cramping all the reviews into just single pages?

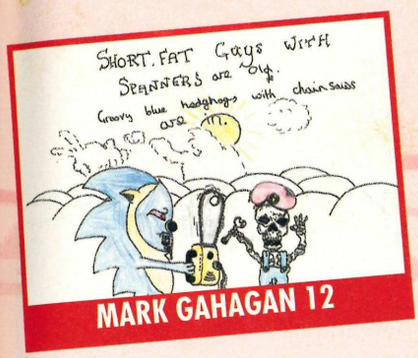
But I'm only complaining for the sake of it – give yourselves a cigar, I'm taking out a subscription.

Jonathan Hitching, Wells

Hey, don't think it's been easy. We wanted to do it a couple of months before we did but Christmas got in the way. Anyway, I'm very glad you like the mag the way it is now – I hope all the best bits of SEGAPRO have been made a lot better and more accessible.

As far as the big previews section is concerned, it's been done like that for a special reason: Too many rival mags (in my opinion) don't give enough space to upcoming stuff. My feeling is that people like to look at the best stuff coming up within the next few months, so we've given plenty of space so we can print the screenshots big. Also, we cut down on the amount of text on the page

TIM STRASMAN 13



MARK GAHAGAN 12

so it's easier to pick up the essential details about a game.

But as far as the reviews are concerned, I have to disagree. We reviewed over 22 games last issue and at least a third got double pages. I thought spreads like Castlevania and Desert Speedtrap looked particularly good – and you can be sure no other mag analyses a game in a review like we do!

DUSTBIN OF GAMES HISTORY

Here are a few more 'destined for the dustbin' games:
Fruit Pot – *Cool Spot*
Worm of Illusion – *World of Illusion*
Smellyfire – *Stellar Fire*
Donald Muck 2 – *Donald Duck 2*
Roboflop – *RoboCop*
Elastic Dizzy – *Fantastic Dizzy*
Dragon's Underwear – *Dragon's Lair*
Keep up the good work on the mag!
Charlotte Bornebusch, Farnham

Hmmmm... Itchin' – Skitchin', Prune – Dune, Wino Basher – Dino Basher, Bleats of Rage – Streets of Rage. And so on ad infinitum...

ED DREAD

I like your magazine and the tips, and I like Mega Tech and Mega Machines. But in all the tips Ed Lomas appears. Why? Is he writing in SEGAPRO? me and my friend Steven don't see any pictures. And why doesn't he do any reviews? Why is he called Pinky ? Why?
Rory McNulty, Huddersfield
P.S. Can I have a job?

CHIPS ON SHOULDER

I was shocked by the article with the heading 'Chips are Down' on page 12 of the March issue, in which adults seem to condemn, or at least disapprove of computers, though I was not surprised the researchers only questioned adults.

Nobody in the adult world cares about the opinions and ideas of the children. That's partly what's wrong with society.

Anyway, for the benefit of everyone out there involved in the world of computers, whether child or adult, I am an adult male of 37 years this month and I enjoy computer games. I'm the first to admit that I'm not very good at them – games that other people complete in days or weeks take me months – but without a computer to play games on, much of my spare time would be boring.

I have a Master System II and being ex-RAF, naturally my favourite types of games are aircraft simulators and shoot-'em-ups. In conclusion, to your readers I say – don't let your parents grind you down. To the adults of this world who have no imagination and no sense of adventure, I say – Up Yours! To SEGAPRO I say – Keep up the good work.
Danny Laker, Cambridge

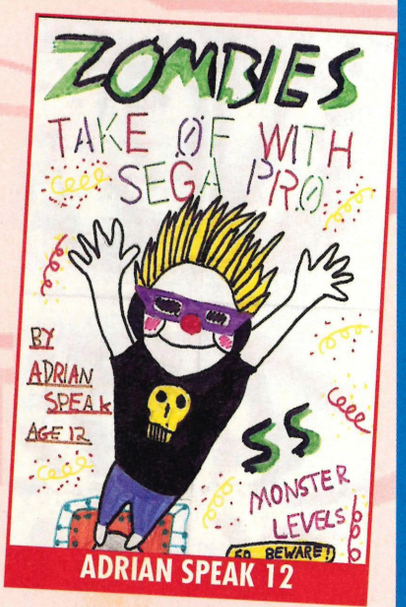
As I mentioned in the Editorial this month, there was a recent Leader in The Guardian which went on about the effects violent games could have on 'kids'. I mean, to be honest, any parent has the right to moan about the content of a game if they want to – often it's the parents who buy the games for their 'kids' anyway. Hence the new classification system. But what annoys me is that parents only start to take notice of a game's content when they get it shoved in their faces. Take Mortal Kombat – it was in the arcades for ages before the computer versions came out. If parents want to have an opinion on the scene, they should at least have the decency to follow it, even if it means reading a few mags like SEGAPRO once in a while. Possibly, the whole MK business could have been avoided far in advance.

But I'm glad that games are spreading beyond the teenage scene – it means the types of game on offer will expand. Still, there's more to be done – and thanks for your letter! By the way, can you send in the name of the cart you'd like to have and we'll get it off in the post to you.

CART WINNER

I spit on anyone who can read MegaTech and particularly Mega Machines. Anyway, Ed Lomas is a very cool guy who sits at home and spends his days busting games and getting the codes and cheats. He's been sending his stuff into various mags for ages so we've decided to have him all to ourselves! Ed now appears exclusively in SEGAPRO each month in the ProTips pages. He doesn't do any reviews because he's not a full-time member of the magazine's staff, I haven't a clue why he's called Pinky (why don't you try writing to him care of SEGAPRO's address?) and no, you can't have a job.

P. HOSKINS 12



ADRIAN SPEAK 12

Answering your questions is one of the most important jobs at SEGAPRO as we really do care about our readers' points of view. If anyone can be bothered to answer the phone.

In this section we aim to help anyone with a problem. If the family Mega Drive just isn't working properly, your Game Gear is constantly posing problems or you're after that elusive import game, this is the section to write to. Send your problem posers to:

Problems and Procures,
SEGAPRO
Paragon Publishing,
Durham House,
124 Old Christchurch Rd,
Bournemouth,
BH1 1NF.

We kick off this month's Problems and Procures with a missive from **Paul Cairns** from Perth in Western Australia. He owns a Mega Drive 2 and Master System 2 and isn't sure if he'll need a converter to play UK games on it. As far as we know, UK games should work on your system without conversion.

K Andrews from Hertfordshire writes in: "After much grovelling I persuaded my wife to buy me a Mega Drive for Christmas. I got *Sonic 2* and Tony Takaushi's *Sonic 2* guide with it. The trouble is my *Sonic 2* cart has developed two dead spots – at the end of the Aquatic Ruin Robotnik does not appear even though Sonic can still move around the screen. Also, in Casino Night, once Sonic drops onto a spring and the spring is recoiled it sticks, and that's it – no movement.

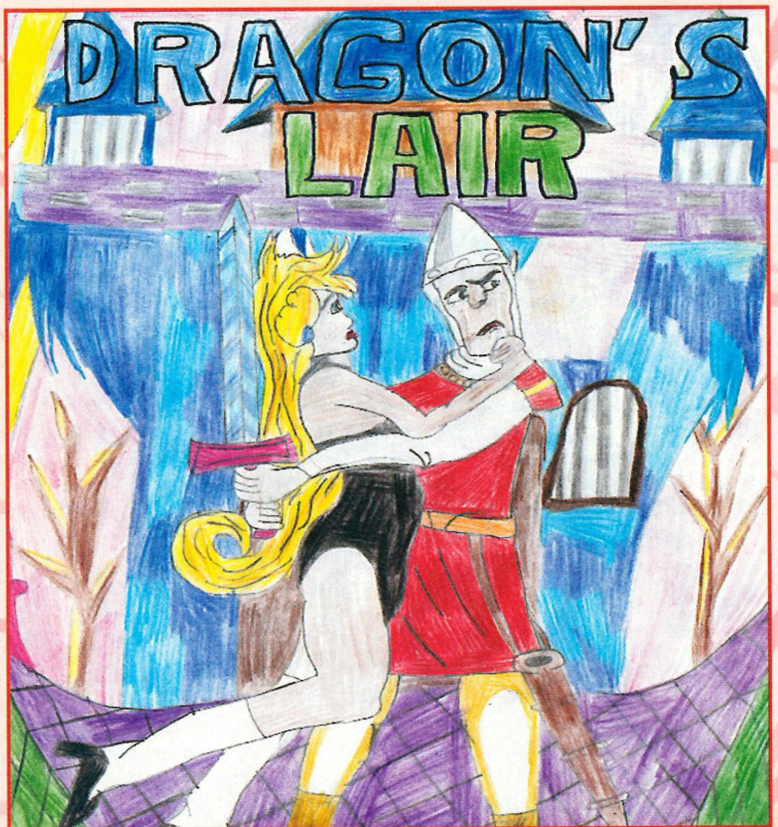
"Have I got a dodgy cart or (as my friend told me) does using the cheats in Mr Takaushi's book create these dead spots?"

To be honest, I've never heard of this problem before. Apparently, it is possible for some cheat cartridges to damage games carts but I can't imagine using cheats in a book is going to cause problems. And if it was a fault with the cart, I would imagine the problems would be more catastrophic than your experiences. Has anyone else has a problem like this? Please drop us a line at the usual address and let me know!

David Sthiuley from Derbyshire has written in with the following questions: "Please can you tell me if it's possible to record Mega Drive games onto video and how can I do so? I've tried to connect my Mega Drive to my video and TV but cannot get a picture

LETTERS SEGA PRO PRO TEST

ANTHONY STEVEN



JOHN RAE 11

MORTALITY

Reading your articles in Protest I thought I would write in and request what I would like reviewing. I have heard that the totally WICKED *Mortal Kombat* is going to be released on Mega-CD. Please please PLEASE could you try to get some sneaky previews?

Dave Norcross, Oldham

P.S. I did not mention that SEGAPRO is one hell of a mag!

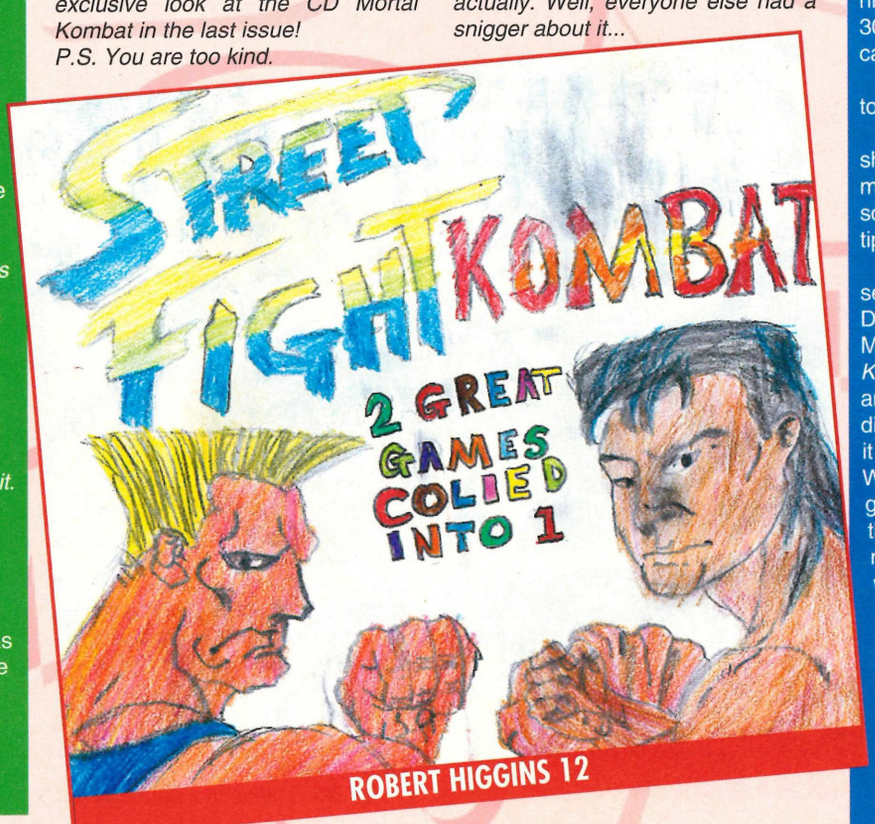
Too slow, mate. Hope you liked our exclusive look at the CD Mortal Kombat in the last issue!
P.S. You are too kind.

BLOOD CURDLING

Today I got issue #29 of SEGAPRO only to discover to my amazement that in the back there was a picture of a *Mortal Kombat* character holding up Sonic's decapitated head. I am disgusted that you printed this and think you should clean up your act NOW.

Simon Glogiewicz, Scunthorpe

Hey, we only had to chop him up a couple of times before we got it right. I thought it was pretty funny actually. Well, everyone else had a snigger about it...



ROBERT HIGGINS 12

PROQUOTES

"What's happened to that gorgeous wench, ProGirl?"
David Sthiuley, Derbyshire
She's apparently going out with the Blind Date stripper if you believe The Sun.

"I am, of course, God."
Peter Kearns, Wandsworth
Wandsworth must be a bit of a let-down after Heaven.

"Please print this letter as I have never been famous."
Adam Szmigin, Ruislip
Mate, I write thousands of words a month in this mag, have my photo everywhere and I've still never even been recognised!

"If I'm daft, can you help me?"
Paul Cairns, Perth, Australia
The chicken stapled the quick green elephant to a tree. I doubt it.

"You can all go to hell."
J Anderson, Milton Keynes
I fully intend to. See you there.

"I am writing in frustration... I was born in Sunderland and now live in Western Australia."
Paul Cairns, Perth, Australia
Try moving from Tahiti to Birmingham then.

at all. Do I need a special modern TV with SCART?

"Also, are there any games like *Strip Poker* on the Mega Drive. I am not a perv. Er, and one last question: Sonya in *Mortal Kombat* is a right hot chick especially when she blows a kiss. She kills me, man, she kills me."

Erm, thanks David. Firstly, you should be able to record your games on video – we used to use this method when we ran the old Game Over section on the final page of the mag. Plug your Mega Drive into the aerial socket on your video and connect the video to the TV as normal. Then tune a spare channel on the video until the Mega Drive picture comes up on your TV. You should now be able to record parts of the game onto tape.

As far as we know, there are no Strip Poker games for the Mega Drive – Sega wouldn't allow them! As for Sonya Blade – you sad, sad man. (And usually when she blows a kiss, she IS about to kill you!).

This one is **For All The People Who Keep Writing In Wanting Help With Their Exam Coursework**. Go away! We'd love to help but we must get hundreds of letters come the right time of year and it's just impossible for us to deal with all the requests we get. Much of the information you need can be obtained from the software companies themselves – Sega on 071-373-3000 is a good place to start (if you can get through!).

Chris Tzourou (No Address) wants to know the following:

"How do you make your screenshots come out properly? I have tried many times but all I have got is a black screen. Can you please give me some tips on getting a proper screenshot?"

Well, we use quite an expensive set-up. We play our games on a Mega Drive connected to an Apple Macintosh computer running the *Kingfisher* screen grabbing software and hardware. *Kingfisher* allows us to digitise the shot on screen, and saves it as a graphics file often 900K in size. We then use another Macintosh program called *Adobe Photoshop* to alter the picture so we can use it in the magazine. Total cost – about £5000 worth of equipment.

I imagine you are trying to use a camera. Well, it can work (although not as well). The best way of taking photos from a VDU or TV is to do it in total darkness, with no other sources of illumination, with a fast film and no flash.

Hope that helps!

See you all next month!

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LETTERS SEGA PRO PRO TEST

OLD *ART

I am writing to complain about a picture in an issue that I can't remember the number of. Somebody, a man aged about 24 drew a picture of a ninja and a tiger and won a T-shirt. If he's 24 he's bound to be a far better artist than any of the rest, unless they are Leonardo Da Vinci. He won a T-shirt and I just don't think it's fair.

But now I would like to ask you a question: Is *Street Fighter II: SCE* coming out on the Master System?
Tom Wiggins, Burgess Hill

Well, if you think you can do better, send in your own scrawlings! And did we really give a T-shirt to Leonardo Da Vinci? I doubt it! (Bad joke – sorry).

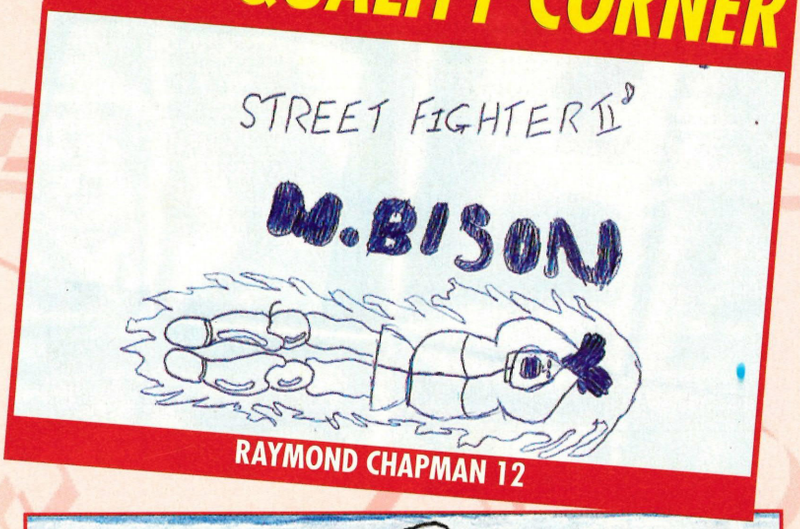
As far as Street Fighter II is concerned, we have not heard any plans for a Master System release and to be honest, we would be surprised if it did hit the old machine.

MORE FAILURES

Here is my list of games for your Software Failures section:
Cool Snot – *Cool Spot*
Jurassic Fart – *Jurassic Park*
Strawberry Jam – *NBA Jam*
Baked Bean Machine – *Mean Bean Machine*
Psycho Machines – *Micro Machines*
Jungle Trike – *Jungle Strike*
Hen and Wimpy – *Ren and Stimpy*
SNUS – Super Nintendo Unentertaining System
Matthew Perks, Langford

I certainly wouldn't like to smell a fart that's been brewing for as long as 63 million years, particularly if they'd been using the Baked Bean Machine as well. SP

LOW QUALITY CORNER



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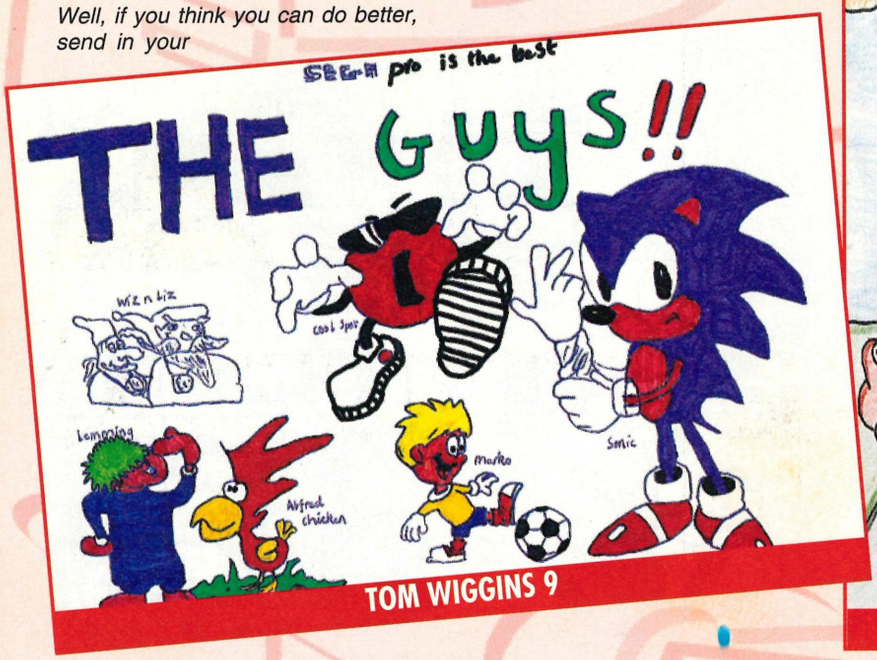
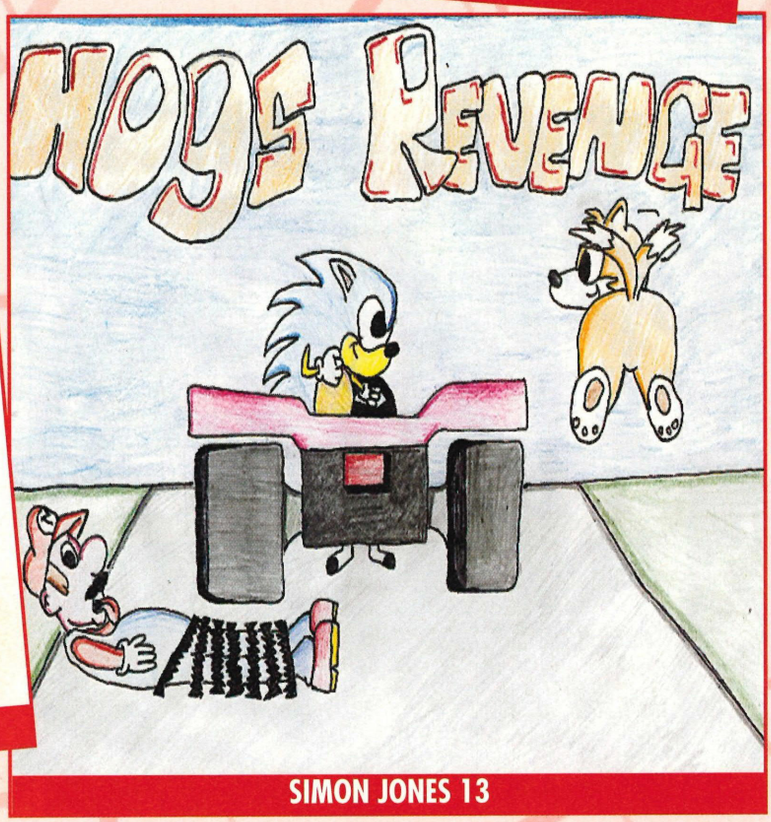


TOM WIGGINS 9



SIMON JONES 13

SONIC MERCHANDISE

A couple of Sonic Merchandise compos have come in. ***Katy Evans*** from Mid Glamorgan kindly drew us a Sonic control pad, which is pictured over to the left, while ***Frederik Lyth*** from Sweden kindly sent a list of 30 merchandising items. I won't print them all, but here are a few...
Sonic Hairspray (For Heavy Metal dudes)
Sonic Underwear (For fun)
Sonic Beds (You'll fall asleep a lot faster)
Sonic the Teddy Bear (For babies)

Hmmm... how about: Sonic Attitude (Always hanging about looking peed off)
Sonic Nutters (Like Tails – they'll follow you just about anywhere)
Sonic Headache (Feels like you've battered your way through three feet of concrete)
Erm, that's it.

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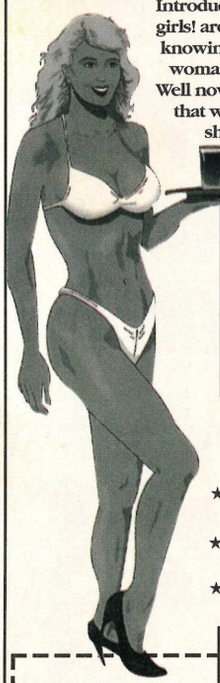

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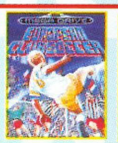
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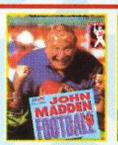

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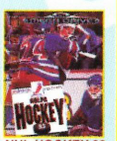

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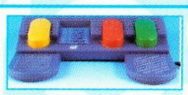
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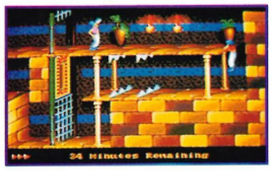

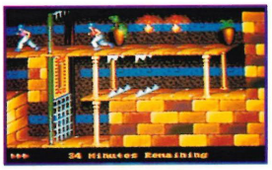
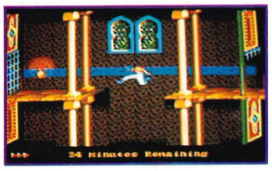

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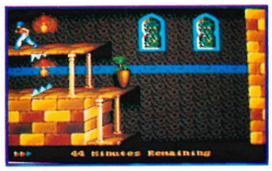
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